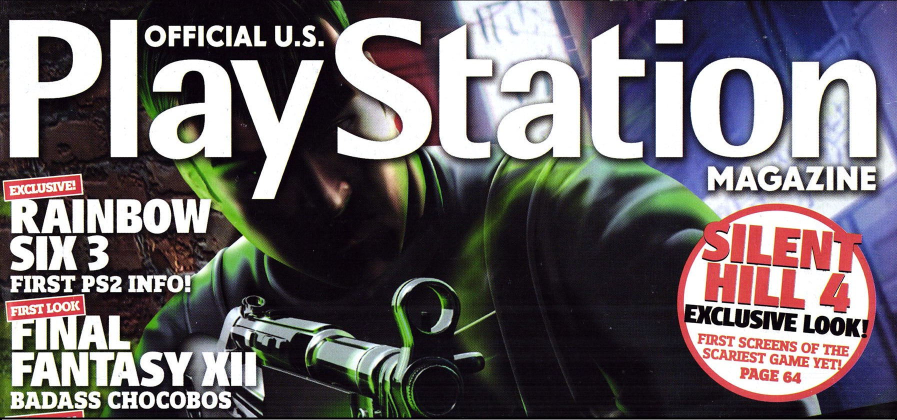
MR. BLONDE JOINS DRIV3R
MICHAEL MADSEN SIGNS UP AS TANNER

EXCLUSIVE!
PLAYABLE PS2 DEMO DVD!
12 EXCLUSIVE GAME DEMOS INSIDE!

THE CRYSTAL METHOD
ON GAME SOUNDTRACKS AND THEIR NEW ALBUM

EVERYTHING OR NOTHING
HANDS ON WITH THE NEXT BOND GAME

OFFICIAL U.S. PlayStation MAGAZINE



EXCLUSIVE!
RAINBOW SIX 3
FIRST PS2 INFO!

FIRST LOOK
FINAL FANTASY XII
BADASS CHOCOBOS

SILENT HILL 4
EXCLUSIVE LOOK!
FIRST SCREENS OF THE SCARIEST GAME YET!
PAGE 64

Official U.S. PlayStation Magazine Issue 77 (February 2004)

ON THE U DISC

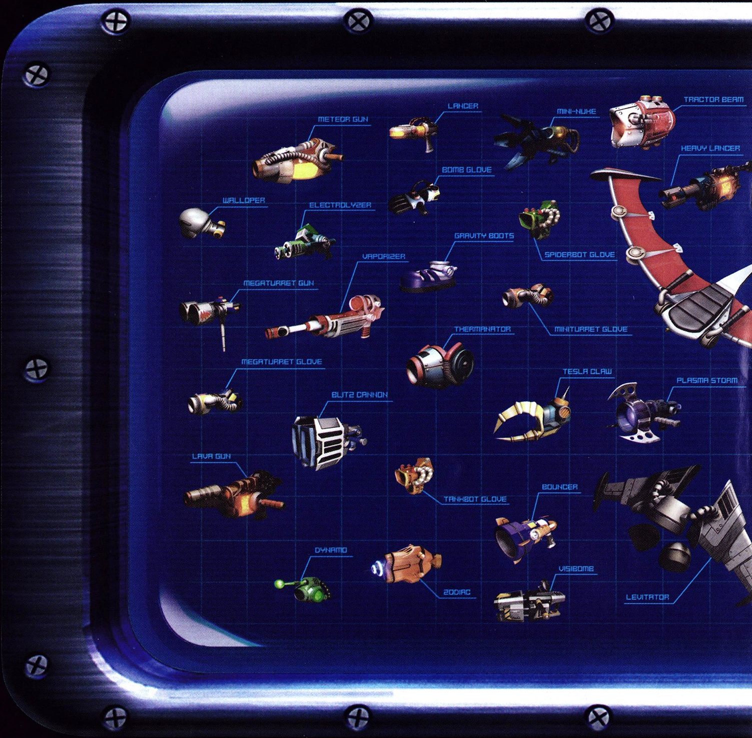
SYPHON FILTER THE OMEGA STRAIN
EXCLUSIVE PLAYABLE DEMO & ONLINE DETAILS

CHEAT!
FINAL FANTASY X-2
BEAT THE GAME IN 88 EASY STEPS
NEED FOR SPEED
LEARN TO DRAG AND DRIFT
PRINCE OF PERSIA
FIND THE MAGIC FOUNTAINS

18 REVIEWS
WORTH THE WAIT?
SONIC HEROES RATED

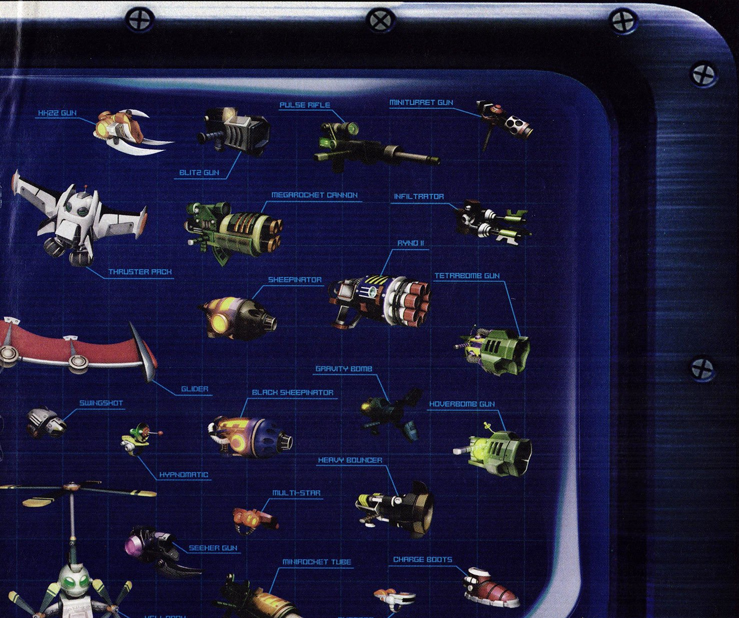
FEBRUARY 2004 ISSUE 77
$8.99 U.S. $11.99 Canada

ZIFF DAVIS MEDIA
02>
0 70992 06968 2
Display Until Feb. 9
WWW.PLAYSTATIONMAGAZINE.COM


LANCER
METEOR GUN
MINI-NUKE
TRACTOR BEAM
HEAVY LANCER
BOMB GLOVE
WALLOPER
ELECTROLYZER
GRAVITY BOOTS
SPIDERBOT GLOVE
VAPORIZER
MEGATURRET GUN
THERMANATOR
MINITURRET GLOVE
MEGATURRET GLOVE
TESLA CLAW
PLASMA STORM
BLITZ CANNON
LAVA GUN
TANKBOT GLOVE
BOUNCER
DYNAMO
ZODIAC
VISIBOMB
LEVITATOR

EENIE, MEENIE, MINEY, BOOM.

They're back. And they're itching for action. With tons of planets to conquer in a whole new gigantic galaxy, you better believe Ratchet & Clank are gonna sink their teeth into some destruction. Ummm, destruction. With weapon upgrades, mods, armor and the ability for Ratchet to get stronger and smarter as the game goes on, this could get uglier than The Grandmas In Bikinis Calendar after-party. Speaking of parties, there's also hoverbike racing, space combat and gladiator arenas. As far as weapons and gadgets go, Ratchet & Clank are stacked with over 50 new ones, along with unlockable upgrades, so by the end of the journey, you'll go through more weapons and gadgets than a hungry fat man will go through chicken wings at lunch. Lock and load, baby, lock and load. **www.us.playstation.com**


HK22 GUN
BLITZ GUN
PULSE RIFLE
MINITURRET GUN
THRUSTER PACK
MEGAROCKET CANNON
INFILTRATOR
RYNO II
SHEEPINATOR
TETRABOMB GUN
GLIDER
GRAVITY BOMB
BLACK SHEEPINATOR
SWINGSHOT
HOVERBOMB GUN
HYPNOMATIC
HEAVY BOUNCER
MULTI-STAR
SEEKER GUN
MINIROCKET TUBE
CHARGE BOOTS
HELI-PACK
CHOPPER

RATCHET & CLANK
GOING COMMANDO

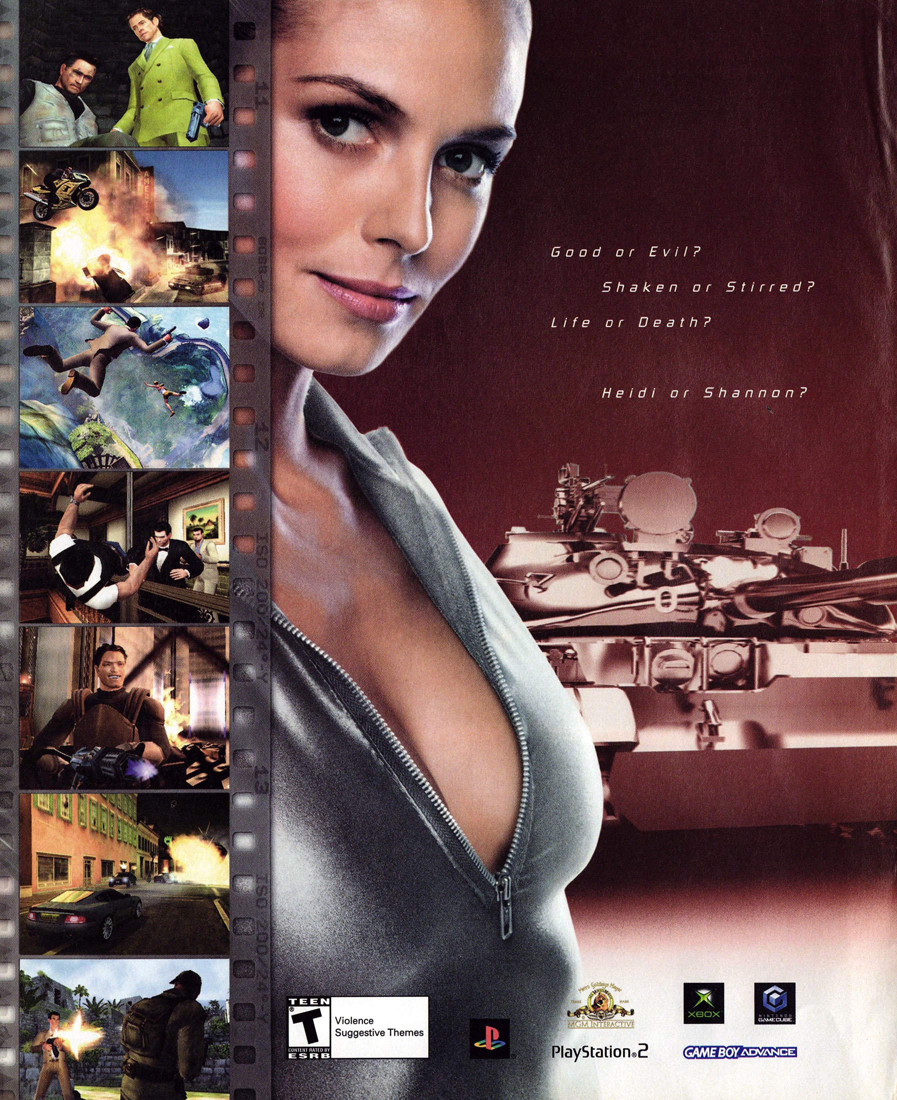
LIVE IN YOUR WORLD.
PLAY IN OURS.

TEEN
T
CONTENT RATED BY
ESRB
Mild Violence

PlayStation 2

INSOMNIAC
GAMES

Ratchet and Clank is a trademark of Sony Computer Entertainment America Inc. Developed by Insomniac Games. ©2003 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc.


11
12
13
ISO 200/24°-Y
Good or Evil?
Shaken or Stirred?
Life or Death?
Heidi or Shannon?
TEEN
T
CONTENT RATED BY
ESRB
Violence
Suggestive Themes
MGM INTERACTIVE
PlayStation 2
XBOX
NINTENDO GAMECUBE
GAME BOY ADVANCE

EVERYTHING OR NOTHING™
007™

The safety of the world rests in the hands of the world's greatest secret agent—you. Pierce Brosnan stars as James Bond alongside a stellar cast of Shannon Elizabeth as Serena St. Germaine, Heidi Klum as Dr. Katya Nadanova, and Mya as Agent Starling. Employ the latest Q gadgets, drive Bond's Aston Martin V12 Vanquish, and fight villains with a new hand-to-hand combat system as you cover four continents on a journey to save the world. **Begin your mission at eagames.com.**

EA GAMES

Challenge Everything™

EVERYTHING OR NOTHING Interactive Game (all source code, all other software components and certain audiovisual components only) © 2004 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. EVERYTHING OR NOTHING Interactive Game (certain audiovisual components) © 2004 Danjaq, LLC, and United Artists Corporation. JAMES BOND, 007, James Bond Gun and Iris Logos and all other James Bond related trademarks TM Danjaq, LLC. James Bond, 007, James Bond Gun and Iris Logos and all other James Bond related properties © 1962-2004 Danjaq, LLC, and United Artists Corporation. EVERYTHING OR NOTHING is a trademark of Danjaq, LLC and United Artists Corporation. ALL RIGHTS RESERVED. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® the Nintendo GameCube logo and Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo. Triumph is a registered trademark of Triumph Designs Ltd. All rights reserved. ASTON MARTIN and the ASTON MARTIN LOGO are trademarks owned and licensed by Aston Martin. © 2003 Aston Martin Lagonda Ltd. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

THE BARS

MAY KEEP YOU IN.

BUT THEY WON'T KEEP THEM OUT.

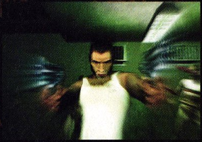
THESUFFERING.MIDWAY.COM

NINE TERRIFYING LEVELS. HORROR LURKS IN EVERY DARK CORNER.

AMAZING CHARACTER MORPHING—TRANSFORM INTO A HIDEOUS AND POWERFUL CREATURE.

OVER 10 DEADLY WEAPONS FROM THE SHIV TO THE FLAMETHROWER TO HELP YOU SURVIVE THIS NIGHTMARE.

A DOZEN HORRIFIC MONSTERS — EACH REPRESENTING THE MEANS OF EXECUTION THAT BEFELL THEM.


INTERACT WITH HARDENED CRIMINALS; GARNER THEIR ASSISTANCE OR END THEIR LIFE.

THREE DISTINCT ENDINGS DEPENDING ON HOW YOU PLAY THE GAME.

THE SUFFERING
MIDWAY

The Suffering is an all-new next-generation entry into the action horror genre, and the first game of its kind to probe into the very unsettling and seedy underbelly of a maximum-security penitentiary, which is haunted by horrific and grotesque apparitions, all represented by the unique and disturbing executions that previously befell them. Take on the role of Torque, an inmate who must face much more than his own inner demons and the harsh and gritty reality of death row, as he fights to escape the unleashing of the penitentiary's gruesome secrets in what amounts to be a challenging and terrifying journey through one of the most hellish environments ever imagined. The Suffering features ultra-mature content and three distinctly different endings depending upon how you choose to survive.

CREATURE DESIGN BY STAN WINSTON STUDIOS

"Midway's action/horror title could be the most gruesome videogame ever"
– IGN.COM

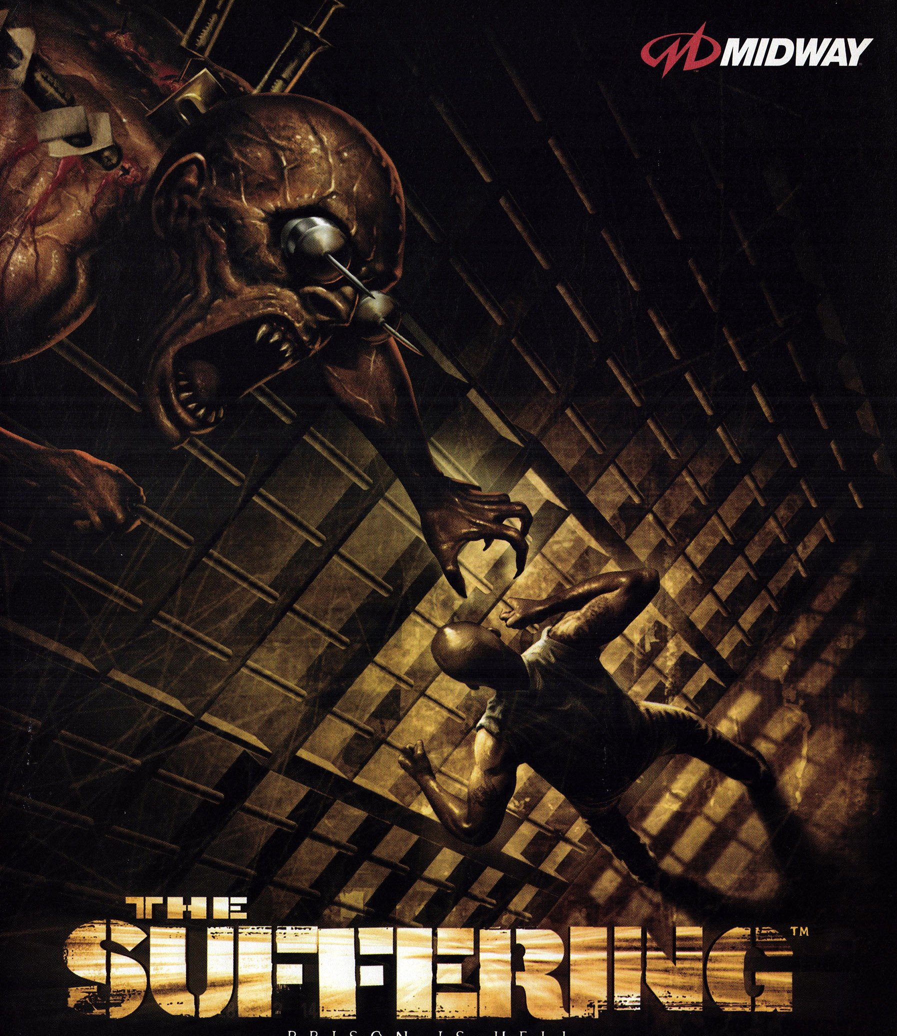
"...adults will get a demented, scary ride"
– Game Informer

MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Drug Reference
Intense Violence
Strong Language

PlayStation 2

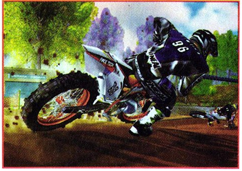
XBOX

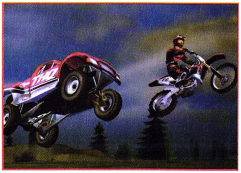
Stan Winston Studio



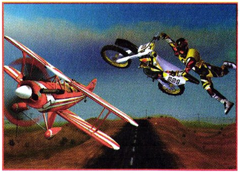
The Suffering © 2003 Midway Home Entertainment Inc. MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. The SUFFERING is a trademark of Midway Home Entertainment Inc. All rights reserved. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

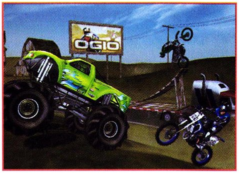
You've never done
anything
like this before.





MX UNLEASHED™





ANOTHER CLASSIC FROM rainbow™ STUDIOS

RATING PENDING RP CONTENT RATED BY ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation®2

XBOX

THQ®
www.thq.com

©2004 THQ Inc. THQ, the THQ logo and the MX Unleashed logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All Rights Reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

"DEAL OF

BUY THIS GAME.

GAMESPOT EDITORS' CHOICE

IGN.COM EDITORS' CHOICE award

OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

PRINCE OF PERSIA
THE SANDS OF TIME
actual screenshot

PlayStation 2
GAMECUBE
XBOX
PRINCE OF PERSIA THE SANDS OF TIME

2 Breakthrough Games.

5.0 out of 5.0 - GamePro
5 out of 5 - Official PlayStation Magazine
9.5 out of 10 - Official Xbox Magazine

www.princeofpersiagame.com

TEEN T CONTENT RATED BY ESRB

PC CD-ROM SOFTWARE

XBOX

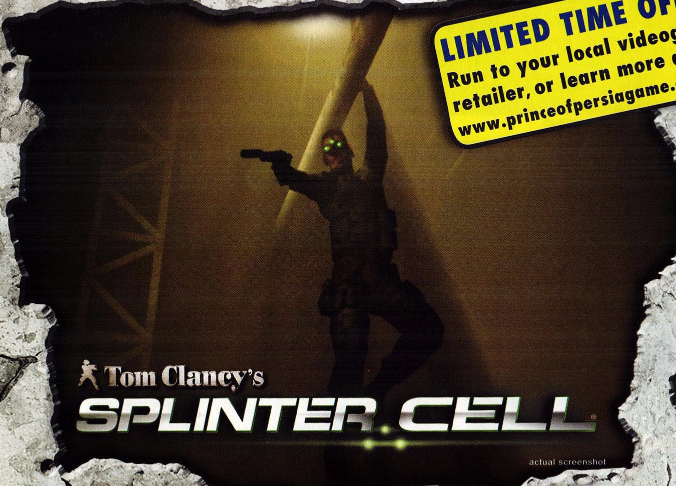
NINTENDO GAMECUBE

PlayStation 2

THE YEAR!"

GET THIS GAME FREE.

LIMITED TIME OFFER!
Run to your local videogame retailer, or learn more at www.princeofpersiagame.com/deal



Tom Clancy's
SPLINTER CELL®

actual screenshot

Official Xbox Magazine
EDITOR'S CHOICE

EDITORS' CHOICE AWARD
EGM GOLD

gamespy
2002
GAME OF THE YEAR
XBOX

1 Breakthrough Deal.

5.0 out of 5.0 - GamePro (PlayStation®2 & Xbox®)
4.5 out of 5 - Official PlayStation Magazine
9.6 out of 10 - Official Xbox Magazine

PC
PlayStation 2
Tom Clancy's
SPLINTER CELL
GAME CUBE
XBOX
PLATINUM HITS

www.splintercell.com

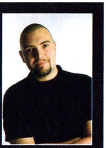
UBISOFT™

© 2002, 2003 Ubisoft Entertainment. All Rights Reserved. Based on Prince of Persia® created by Jordan Mechner. Prince of Persia and Prince of Persia The Sands of Time are trademarks of Jordan Mechner used under license by Ubisoft Entertainment. Splinter Cell, Sam Fisher, Ubisoft, the Ubisoft logo, and the Soldier Icon are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Microsoft, Xbox, Xbox *Live*, the *Live* logo and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. ©2001 Nintendo.

www.playstationmagazine.com

3 MILLION GAMERS CAN'T BE WRONG

Syphon Filter is the stealth blockbuster



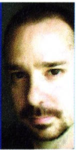
John Davison
Editor-in-Chief

It may not have the same kind of profile as some of its peers, but *Syphon Filter* is very stealthily one of the really big hits in the sneaking genre. All three previous chapters performed spectacularly well on PS1, clocking up sales in excess of 3 million copies, despite the fact that they were very much in the shadow of *Metal Gear Solid*. You can still track them down really cheap on the Greatest Hits label if you want to give yourself a bit of a history lesson. They're good games, and like many of the biggest hits right now, they deal with situations, fears, and challenges that are more contemporary than fantasy. The war on terror and the fear of weapons of mass destruction are both tackled in *The Omega Strain*, and they're supplemented with a style of online gameplay that is hopefully the beginning of a new trend. Rather than pitting players against each other, you'll work cooperatively as a team to complete every mission in the game. To get a taste of how it will look, try out the single-player demo on our DVD this month.

ABOUT OUR CONTRIBUTORS

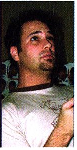
PABLO
Pablo started drawing superheroes as a kid; after a career in magazine design, he began illustrating for a living. Check out his work in this month's voice acting piece on page 36 or visit his website.
www.lobaton.com.ar

JOHN SCALZI
John's new book, *The Book of the Dumb*, is out on store shelves right now. Which means you should go buy it. Yes, right now. What are you still doing here? Do you think we're kidding when we say stuff like this? Go!
www.scalzi.com



ROBIN WILSON
Best known as the lead singer of the Gin Blossoms, Robin is also one of the most hardcore gamers you'll ever meet. This month, his regular Outsider column focuses on giving game stores some ideas on how to keep him as a customer.

DARREN GLADSTONE
Darren's one of those guys down the street who lives to help you maximize your home theater setup. Only thing is, he doesn't live down your street—so he'll just tell you what he can in our mag. He's also the previews editor for *Computer Gaming World*.



Videogames Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

EARLY CHILDHOOD eC CONTENT RATED BY ESRB	EVERYONE E CONTENT RATED BY ESRB	TEEN T CONTENT RATED BY ESRB	MATURE M CONTENT RATED BY ESRB	ADULTS ONLY AO CONTENT RATED BY ESRB
EARLY CHILDHOOD RATING Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.	**EVERYONE RATING** The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.	**TEEN RATING** Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.	**MATURE RATING** These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.	**ADULTS ONLY RATING** The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

ZIFF DAVIS MEDIA™

THE MAGAZINE
Editor-in-Chief **John Davison**
Managing Editor **Dana Jongewaard**
Previews Editor **Chris Baker**
Reviews Editor **Joe Rybicki**
News Editor **Giancarlo Varanini**
Associate Editor **Thierry Nguyen**
Senior Art Director **Bob Conlon**
Art Director **Jason "Haro" Babler**
Graphic Designer **Tina Huynh**
Gossip Columnist **Clish MacLaver**
Editorial Contributors **John Gaudiosi, Darren Gladstone, Ravi Hiranand, John Scalzi, Dave Smith, Scott Steinberg, Robin Wilson**
Japanese Correspondent **Yutaka Ohbuchi**
European Correspondent **Axel Strohm**
Illustrations **Pablo, Greg White**

ZD GAME GROUP
Senior Vice President **Dale Strang**
Editorial Director **John Davison**
Creative Director **Simon Cox**
Business Director **Cathy Bendoff**

COPY DESK
Copy Chief **Tom Edwards**
Copy Editors **Greg Ford, Susie Ochs, Maritza Refuerzo**

PRODUCTION
Manufacturing Director **Carlos Lugo**
Art Production Manager **Michele Manousos**
Senior Production Manager **Anne Marie Miguel**
Production Manager **Monica Brent**
Assistant Production Manager **Teresa Newson**

CIRCULATION
Group Circulation Director **Tracy Schultz**
Single Copy Sales Director **Bob Kerekes**
Senior Newsstand Sales Manager **Don Galen**
Internet and Partnership Marketing Dir. **Chris Wilkes**

SUBSCRIPTION SERVICE NUMBER
800-627-6458 (U.S. and Canada only)
service.playstationmagazine.com
subhelp@playstationmagazine.com
TO SUBSCRIBE ONLINE
subscribe.playstationmagazine.com

SALES AND MARKETING
Group Publisher **Lee Uniacke**
Group Associate Publisher **Stan Taigen**
Advertising Director **Marci Yamaguchi**

BAY AREA Bay Area Peninsula, NV, UT
Mary Gray, District Sales Manager
Aaron Gallion, Account Executive
SOUTHWEST Southern CA, AZ
Julie Steelman, Regional Sales Manager
Eve Friedman, Account Executive
MIDWEST
AL, AR, CO, FL, IL, IN, KY, LA, ND, MI, MN, MS, NE, NM, OH, OK, OR, SD, TN, TX, WA, WI, WY
Marc Callison, Regional Sales Manager
Candace Droz, Account Executive
EAST CT, DC, DE, GA, MA, MD, ME, NC, NH, NJ, NY, PA, RI, SC, VA, VT
Ian Sinclair, Regional Sales Manager
Amy Mishra, Account Executive
1UP.COM
Tom Jessiman, General Manager
Bill Young, Internet Sales Account Manager
Sam Kennedy, Editor in Chief
Tipler Ubbelohde, Senior Advertising Coordinator
Alison Rubino, Sales Assistant
MARKETING
Rey Ledda, Marketing Director
May Tong, Associate Research Director
Wayne Shiu, Marketing Coordinator

To contact sales and advertising, please call 415.547.8000

ZIFF DAVIS MEDIA INC.
Chairman & CEO Robert F. Callahan
Chief Operating Officer Bart W. Catalane
Chief Financial Officer Derek Irwin
Senior Executive Vice President, Publishing Operations Tom McGrade
Executive Vice President & Editorial Director Michael J. Miller
Executive Vice President, General Counsel & Secretary Gregory Barton

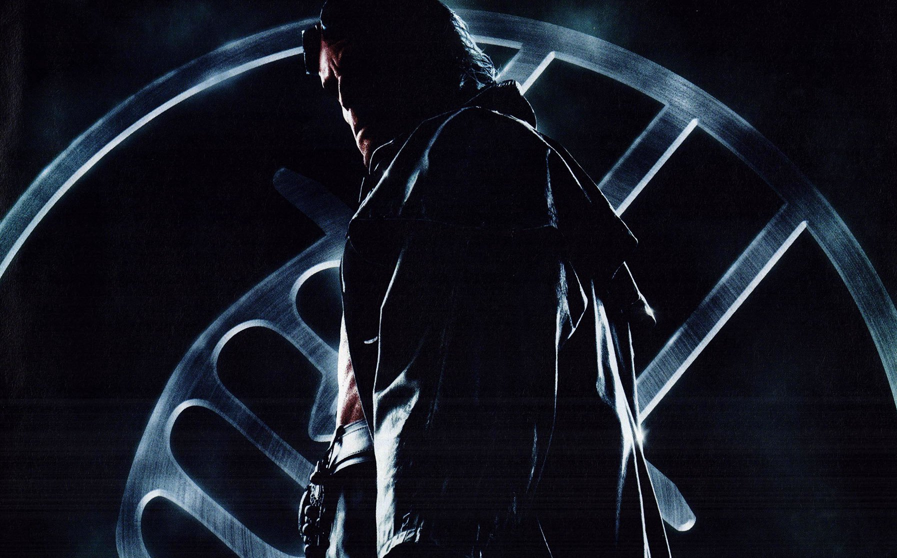
Senior Vice Presidents
Jasmine Alexander (Technology & Sales Operations)
Tim Castelli (*PC Magazine* Group)
Chris Dobbrow (Corporate Sales & Publisher, eWEEK)
Larry Green (Business Development & Worldwide Licensing)
Derek Irwin (Finance)
Charles Mast (Circulation)
Sloan Seymour (Enterprise Group)
Dale Strang (Game Group)
Jason Young (Internet)
Vice Presidents
Ken Beach (Corporate Sales)
Aaron Goldberg (Market Experts)
Jim Hasl (Event Marketing Group)
Julie Herness (Event Marketing Group)
Tom Jessiman (VP and General Manager, 1UP.com)
Michael Krieger (Market Experts)
Charles Lee (Integrated Media)
Jim Louderback (Editor-in-Chief, Internet)
Eric Lundquist (Editor-in-Chief, *eWEEK*)
Bill Machrone (Editorial Development)
Angelo Mandarano (Internet)
Paul O'Reilly (Event Marketing Group)
Ellen Pearlman (Editor-in-Chief, CIO Insight)
Beth Repeta (Human Resources)
Martha Schwartz (Custom/Conference Group)
Pam Spector (Business Development and International Licensing)
Tom Steinert-Threlkeld (Editor-in-Chief, *Baseline*)
Stephen Sutton (Internet Audience Development)
Elda Vale (Research & Market Intelligence)
Stephen Veith (Publisher, *CIO Insight*)
Monica Villa (Event Marketing Group)

Senior Director, Manufacturing
Carlos Lugo
Contact anyone on this masthead using firstname_lastname@ziffdavis.com

Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America–licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine* (*OPM*) remains independent from SCEA and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive, and candid coverage of PlayStation software and hardware.

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $8.99. Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. POSTMASTER: Send address changes to Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: 800.627.6458 U.S. and Canada, or (303) 604-7445 all other countries. Fax us: 850.683.4094 U.S. and Canada, or 303.604.0518 all other countries. Or visit our subscription website at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. Copyright © 2003 Ziff Davis Media Inc. All Rights Reserved. Official U.S. PlayStation Magazine is a registered trademark of Ziff Davis Publishing Holdings Inc. Reproduction in whole or in part in any form or medium without express written permission of Ziff Davis Media Inc. is prohibited. For permission to re-use material from our publications or Web sites, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager, Olga Gonopolsky at olga_gonopolsky@ziffdavis.com. For article reprints and e-prints, contact Reprint Management Services: 1-800-290-5460 (toll free); 717-399-1900 (telephone); 717-399-8900 (fax); info@reprint-buyer.com (e-mail). TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.



HELLBOY

4.2.04

REVOLUTION STUDIOS PRESENTS A LAWRENCE GORDON PRODUCTION IN ASSOCIATION WITH DARK HORSE ENTERTAINMENT A FILM BY GUILLERMO DEL TORO "HELLBOY"
RON PERLMAN SELMA BLAIR JEFFREY TAMBOR KAREL RODEN RUPERT EVANS AND JOHN HURT MUSIC BY MARCO BELTRAMI CO EXECUTIVE PRODUCER MIKE MIGNOLA EXECUTIVE PRODUCER PATRICK PALMER
BASED UPON THE DARK HORSE COMIC CREATED BY MIKE MIGNOLA SCREENPLAY BY GUILLERMO DEL TORO PRODUCED BY LAWRENCE GORDON MIKE RICHARDSON LLOYD LEVIN DIRECTED BY GUILLERMO DEL TORO

REVOLUTION STUDIOS

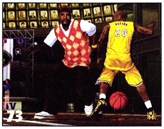
THIS FILM IS NOT YET RATED.
FOR FUTURE INFO GO TO FILMRATINGS.COM

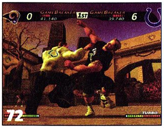
Hellboy-Movie.com

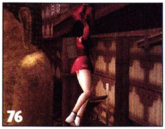
LAWRENCE GORDON PRODUCTIONS

COLUMBIA PICTURES

CONTENTS







REGULAR BITS

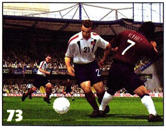
20 INPUT
You love us, we love you. Come share the love by writing to opm@ziffdavis.com.

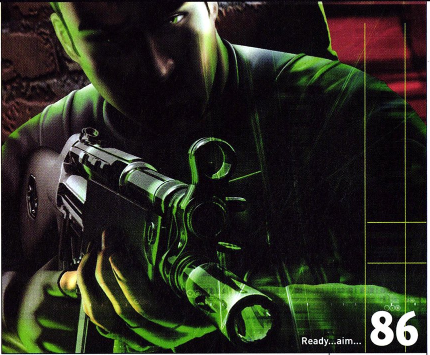
30 SPIN
Rainbow Six 3 is coming to a PlayStation 2 near you. Read all about it and much, much more.

90 DEMO DISC
Try before you buy—give *Syphon Filter* a whirl, plus check out our other 11 exclusive demos.

106 REPLAY
Sixteen pages of strategy goodness, delivered from our offices straight into your arms.

122 P.S.
What can you look forward to in the next spanktastic issue of *OPM*? Go here to find out.





Ready...aim... **86**

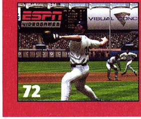
Ride 'em, cowboy! **30**

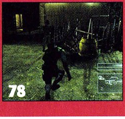
Terrorists, biological weapons—no, it's not the news, it's the next game in one of the best-selling series ever.

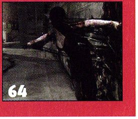
OFFICIAL U.S.
PlayStation
MAGAZINE
RAINBOW SIX 3
FINAL FANTASY XII
NFL STREET
SILENT HILL 4
EXCLUSIVE LOOK!
SYPHON FILTER
THE OMEGA STRAIN
EXCLUSIVE PLAYABLE DEMO & ONLINE DETAILS
FINAL FANTASY X-2
NEED FOR SPEED
PRINCE OF PERSIA
SONIC HEROES
RATED

PREVIEWS

70 100 Bullets
78 AirForce Delta Strike
68 Alias
70 Combat Elite: WWII Paratroopers
72 ESPN Major League Baseball
80 The Fast and the Furious
84 Final Fantasy XI
78 Firefighter F.D.18
66 James Bond 007: Everything or Nothing
74 La Pucelle: Tactics
82 Lifeline
80 Micro Mayhem
72 MVP Baseball 2004
80 MX Unleashed
73 NBA Ballers
72 NFL Street
66 The Nightmare Before Christmas
78 Psi-Ops: The Mindgate Conspiracy
76 Red Ninja: End of Honor
70 The Red Star
76 Samurai Warriors
73 Showdown: Legends of Wrestling
64 Silent Hill 4
78 Splinter Cell: Pandora Tomorrow
82 The Suffering
66 Terminator 3: Redemption
68 Transformers Armada: Prelude to Energon
74 Trivial Pursuit Unhinged
73 World Soccer: Winning Eleven 7
74 Worms 3D
74 Wrath Unleashed


ESPN VIDEOGAMES
VISUAL CONC
72





SPIN

30 Final Fantasy XII
You tell us to give you more pretty boy air pirates; we oblige.

33 Day Planner
OPM's handy monthly calendar.

35 The Crystal Method
Scott Kirkland talks about game soundtracks, his love of soccer, and the problem with the RIAA.

36 Word of Mouth
Think you've heard those voices before? You might be right.

38 Robota
Watch for this stunning film-book to come to a PlayStation near you.

40 Bad Girls Need Love Too
We chat with the newest Bond girl, supermodel Heidi Klum.

42 Rainbow Six 3
No need to buy that Xbox—tactical stealth fun is coming in spades.

46 Prince of Persia
Seven things you didn't know about one of the best games of 2003.

50 Game Pad
HDTV—what is it good for? Turn to this page, and we'll tell you

53 Clish MacLaver

54 Sound Station

56 DVD Reviews

58 Animania!

60 The List
Nine new objects of desire.

62 By the Numbers

REPLAY

108 Prince of Persia: The Sands of Time
Your guide to the 10 fountains of eternal youth.

110 Final Fantasy X-2
Want 100 percent completion? Look no further.

112 Tony Hawk's Underground
Fancy-pants moves for every player in the game.

114 SOCOM II: U.S. Navy SEALs
Maneuver your way out of tight spots with these comprehensive maps.

120 Rewind: January 1999

40 Hello, girls.

REVIEWS

PS2 GAMES

101	American Idol	★
105	Baldur's Gate: Dark Alliance II	★★★½
101	Blowout	★★★
102	Carmen Sandiego: The Secret of the Stolen Drums	★★½
101	EverQuest Online Adventures: Frontiers	★★★½
102	Fatal Frame 2: Crimson Butterfly	★★★★
102	Haunted Mansion	★★★
103	Intellivision Lives!	★★★½
103	Jeopardy!	★★½
103	Lowrider	★½
104	Max Payne 2: The Fall of Max Payne	★★★½
100	Maximo vs. Army of Zin	★★★★
103	Mission: Impossible—Operation Surma	★★
104	Monster 4x4: Masters of Metal	★★½
99	Sonic Heroes	★★
104	Terminator 3: Rise of the Machines	★½

PERIPHERALS

105	2.4GHz Controller	★★★★
105	BFM-V.9000	★★½

100

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

PLAYGROUND
Crash Nitro Kart
Backyard Basketball
NHL Hitz Pro
Kao the Kangaroo Round 2
Space Channel 5: Special Edition
Maximo vs. Army of Zin
FIFA Soccer 2004
Nightshade
Wrath Unleashed
MTX Motocross
Goblin Commander: Unleash the Horde
Syphon Filter: The Omega Strain

VIDEOS
NFL Street
Driver 3
Mobile Suit Gundam: Encounters in Space

INSIDE THE GAME
Downhill Domination
Final Fantasy X
Grand Theft Auto: Vice City
Silent Hill 2

DOWNLOADS
Buffy the Vampire Slayer: Chaos Bleeds
The Hulk

PLAYSTATION UNDERGROUND TEAM
Demo Disc Producers **Gary Barth, Manuel Sousa, Jerome Strach, Chris Tan**
Marketing Team **Kim Yuen, Steve Williams, Jesse Caid**
Executive Producers **Andrew House, Marilyn Weyant**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
Lead Programmers **William Bohan, Ron Midthun, Avery Lodato**
3D Artists **Jason Robinson, Philip Williamson, David Hayes**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**

SPECIAL THANKS
Maimoona Block, Kirsten Costello, Tom Gillan, Michelle Manahan, Gerald Martin, Jim Williams

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call EDS at 1-800-627-6458. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call EDS at 1-800-627-6458 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.
Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

VARIETY

This month's demo disc has a little bit of everything for you

Whether you like racing with marsupials or on dirtbikes, saving the world as a ninja or a brave adventurer, or strategizing with mythical creatures, this month's demo disc has it all. And be sure to check out the special features on *Fatal Frame II*, *Final Fantasy XI*, *SOCOM II*, and more. Can you spot the *OPM* editor?

OFFICIAL U.S. PlayStation MAGAZINE
Issue 77
SONY
NTSC U/C
SCUS 97252
DVD ROM
RP-M

CRASH NITRO KART

THE DETAILS:	HAVE YOU TRIED...
Crash is back in the best kart racer available for your PS2 (not that it's great or anything, but hey...). On the demo, try out two of *Crash Nitro Kart*'s tracks using one of eight of its characters.	**...boosting like a sane man?** Hit L1 just as you're jumping from a ramp and get a nice boost when you land. The better you time it, the better it'll be. **...boosting like a madman?** You can also boost when coming out of a powerslide. Chain powerslides together for progressively stronger boosts! **...using teamwork?** Tough. For some reason you can't use the Team Frenzy feature in this demo.

MAXIMO VS. ARMY OF ZIN

THE DETAILS:	HAVE YOU TRIED...
This demo includes the game's first two levels in their entirety. It's just enough to give you a feel for some of Maxie's new moves, as you try them out against your typical assortment of Zin.	**...the devastating spin attack?** When you're surrounded, the best way out is often to use the spin attack by hitting Square and moving the left analog stick in a circular motion. **...saving people?** Not letting peasants die yields rewards, like koins and armor. **...getting 100 percent?** There are a lot of factors in mastering both of the two levels. Can you do it?

NIGHTSHADE

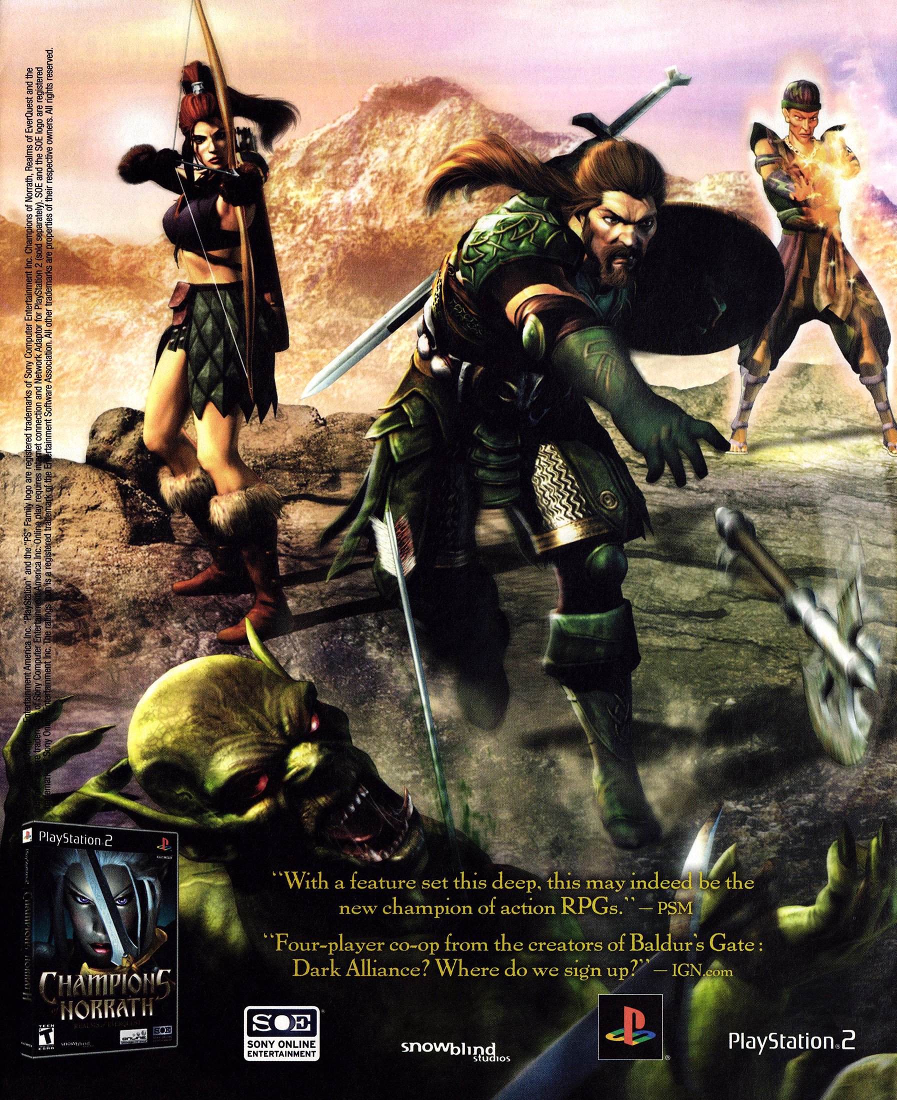
THE DETAILS:	HAVE YOU TRIED...
Run on walls, slice enemies in mid-air, use magic, and perform other wicked ninja moves to rid the underground of a mutant insect menace in this one-level demo of *Shinobi*'s semi-sequel.	**...executing a tate (pronounced "tah-tay")?** Killing at four enemies in the immediate area within a few seconds not only rewards you with a cool little cutscene showing the carnage, but it also charges a special move meter. **...getting an A rank?** At the end of a demo, you're judged based on your speed and skill. Only the best ninjas can achieve such a rank.

MTX: MOTOTRAX FEATURING TRAVIS PASTRANA

THE DETAILS:	HAVE YOU TRIED...
We were under the impression that *MTX* is more focused on stunts, but all the demo offers is a single race with coverboy Travis Pastrana (or Kenny Bartram in two-player mode).	**...landing tricks?** Use a combo of both the Circle and Triangle buttons in order to pull off your nac-nacs, can-cans, and other tricks. Also use the L2 and R2 buttons to tweak your moves. (So what if it serves no purpose in a race?) **...getting the holeshot?** By timing the drop of the gate correctly, you can burst into an early lead. Press forward on the left analog for an extra boost.

WRATH UNLEASHED

THE DETAILS:	HAVE YOU TRIED...
Wrath Unleashed (see Previews, page 74) acts as a sort of unofficial sequel to *Archon*, the classic '80s game that combined strategy with fighting. Play a full game (even two-player) in this demo.	**...winning against the computer?** As if having to learn the game's strategy weren't enough, you also have to get a knack for its fighting mechanic. Don't plan on beating the demo the first time you play it. **...winning without ever having the advantage?** Once you're good enough to best out first challenge, try taking on the Fire team with your Water team, only fighting in Fire environments. You won't succeed.



"With a feature set this deep, this may indeed be the new champion of action RPGs." — PSM

"Four-player co-op from the creators of Baldur's Gate : Dark Alliance? Where do we sign up?" — IGN.com

SOE
SONY ONLINE ENTERTAINMENT

snowblind studios

PlayStation 2

[illegible] Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Champions of Norrath, Realms of EverQuest and the [illegible] are trademarks of Sony Computer Entertainment America Inc. Online play requires internet connection and Network Adaptor for PlayStation 2 (sold separately). SOE and the SOE logo are registered trademarks of Sony Online Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are properties of their respective owners. All rights reserved.

CHAMPIONS of NORRATH™
REALMS of EVERQUEST™

4 player combat online
(no subscription fee) via SOEGames.net
and offline via Multitap.

45 levels of non-stop action with
over 50 areas to explore and conquer.

Constantly changing dungeons
and monsters make each
game a new experience.

BE A CHAMPION.

Slay your way through the glorious Realms of EverQuest in a non-stop, hack 'n' slash adventure brimming with heroic quests, beautiful locales, enchanted zones and dark, mysterious dungeons.

Create your Champion from 5 mythic races and 5 classes, customizing the look and name that conveys your unique abilities. Discover, collect, buy and trade over 10,000 items, or create your own. Master weapons, magic and combat to conquer hideous creatures and unforeseen evil. But be forewarned - a Champion shall forever be challenged!

www.championsofnorrath.com

ONLINE
BROADBAND ONLY

TEEN
T
Blood and Gore
Violence
ESRB CONTENT RATING www.esrb.org

Game Experience may change during online play

Home ain't that sweet.
WELCOME

TEEN
T
CONTENT RATED BY ESRB

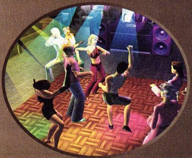
Crude Humor
Mature Sexual Themes
Mild Violence

INTERNET CONNECTIVITY required. Online game play available for the PlayStation®2 computer entertainment system only. PlayStation 2 online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

© 2003 Electronic Arts Inc. Electronic Arts, The Sims, EA, EA GAMES, the EA GAMES logo and "Challenge Everything" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc Microsoft, Xbox and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. TM, ® the Nintendo GameCube logo and Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo.All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

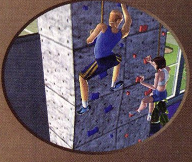
GAME BOY ADVANCE
NINTENDO GAMECUBE
XBOX

So, where to?



Mona Lott is a dancer at Club Rubb. She digs her man Bing, but, that doesn't mean she won't have some lovin' to spare.

Fran Foofarow lets it all hang out at Pixel Acres. Play your cards right and you'll be seeing more of her. A lot more.



Goldie Toane - flex for her at the gym, and she'll coo over your buff body and maybe tell you a few dirty jokes if you're lucky.

Randy Hart's a regular at Casa Caliente where he loves to give bear hugs on the bear rug. A word to the wise - don't pull his finger.

The SiMs BUSTIN' OUT

eagames.com

EA GAMES

Challenge Everything™

online
BROADBAND ONLY

PlayStation®2

INPUT

Letters without any nihilistic anticommercialism subtexts.

OED ON A BUDGET
We know a copy of the Oxford English Dictionary is way expensive. Our tip? Go to any college library, and you can use the reference copy for free!

PLAYABLE: SOCOM II
RISE TO HONOR & MORE!
PLUS! PS2
OFFICIAL U.S. PlayStation MAGAZINE
THE BIG GAMES FOR 2004

Despite the occasional message board visitor like PS2fan, who found our attempt to preview every game released in 2004 as the cover story "pretty lazy," the story went over quite well with most of you. "The coverage was excellent," comments Stephen Layne of Ajax, Ontario. "Just wish there was more of *Metal Gear Solid 3*!"

Don't cry for me tonight

You guys finally did it! I hope you are happy. You have shattered all my hopes and dreams! In the December 2003 issue of *OPM*, you gave six of my most wanted 10 games a 3.5 or lower. I call that bad! I hope you are happy with yourselves! I'm going to go cry for a few hours.

Derek Tillotson
via e-mail

Actually, a 3.5 out of 5 is considered a "good" score—see, we use the *whole* scale. Basically, it means that the game is worth playing, but probably not worth buying unless you're a already a big fan of its genre or subject matter (i.e., a hot license, etc.). We tell it like it is. At least you're not as crazy as that guy who claimed that 4.5 stars is a "bad score." We dunno what planet he came from. We suspect Bizarro world, where people say "good-bye" when they meet and "hello" when they leave.

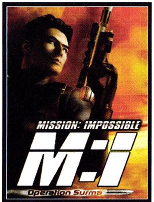
Guns & ammo

I would like to point out a horrible yet humorous mistake made in the ad for *Mission: Impossible–Operation Surma*. I noticed this mistake because I am a major firearm guru, so I know a lot about firearms and ammunition.

The first thing that caught my eye was the all-silver .22-caliber bullet that appeared to have just been shot and travelling through the air. One problem, though: The entire cartridge was flying, casing and all. Now, when one fires a round from a rifle or pistol, only the tip (the actual bullet) leaves the casing, while the casing stays in the gun and is ejected out the side.

Another thing I noticed is that, according to the size of the gun in that man's hand, I highly doubt it was a .22-caliber pistol. I also doubt that a spy would be using a .22-caliber weapon, for a .22 is a very small bullet and doesn't do much damage. They're mainly used for target shooting, and varmint hunting—not terrorists.

Chris McFall
via e-mail



The bullet that Chris is talking about is the one next to the word "Surma." Yes, he wrote an entire letter just about that miniscule part of the ad. That's pretty hardcore, we think.

Wow, you sure love your guns. We object to the generalization that the .22 is merely for target shooting and varmint hunting. For one thing, spy agencies have outfitted agents with pens or lighters with .22s built in them, as a last-ditch resort.

Anti–Thierry Nguyen-ist

What were you thinking, hiring a computer to *OPM*? Send him back, for God's sake. I just don't think he's fit for reviewing PS2 games. I think he's a little used to reviewing PC. I mean look at the scores from the past months—not a single decent rating from his reviews, except for one. Please, get rid of him. I ask you: why hire him?

Jeff Tsang
via e-mail

Thanks for noticing that we hired a human computer. We hired him because he's handy for stuff like knowing how long the starship Yamato is (250 km). We'd ask him to reply to you personally, but he speaks in binary, and an answer full of ones and zeroes probably wouldn't satisfy you.

OED not included

"...nihilistic anticommercialism subtext..." I had to look up every one of those words in your preview of *Fight Club* last issue. I must say, you guys are getting all technical on me. I see your point, though. I've read a couple of Chuck Palaniuk's books (not including *Fight Club*), and he does go there sometimes. But, since I haven't seen the movie, I can't say I understand. Maybe you guys should stick with normal words. Please stop confusing me! Also, will this ruin the experience of not seeing the movie before?

Craig Vornberg
via e-mail

While we're generally a bunch of shiftless layabouts, on occasion, we do break out the complicated wordage. You know...so we can claim to be filed as "edutainment" on the magazine rack. You should also get around to seeing the film—it really is excellent.

CONTACT OPM

Snail Mail
OPM
101 Second Street, 8th Floor
San Francisco, CA 94105

E-mail
opm@ziffdavis.com

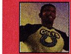
Website
www.playstationmagazine.com

Fax
415.547.8777

GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at 1up.com.



MLB STREET?

With two volumes of *NBA Street* available and *NFL Street* out any day now, **SlayerJake** is curious about the possibility of an *MLB Street*. "Would you guys like it?" he asks. "It would actually be kinda crappy."

"How do you know what it would be like?" counters **naptimevice**. "I would like to see stickball games."

"I'm waiting for Midway to make an announcement for *Street Bowling*," jokes **Rexjr_exe**. "Man, that would rock!!!"

Other alternative *Street* games suggested include *Tiger Woods Street Golf* ("You could even make it physical with hitting mixing in some hockey elements like in *Caddyshack 2*," says **ohJTBehaaave**) and, our favorite, *Street Curling* (**Iamthegamer01**). Get your broom!

OUTRAGED BY THE VGAs

Reader reaction to Spike TV's *Video Game Awards* (page 52) was less than positive. "The VGAs were fixed," accuses **GTChampion**. "There's no way that *NASCAR Thunder 2004* beat out *Need for Speed: Underground*."

"*Madden 2004* won Game of the Year. WTF?!" adds **tealsmith**. "And *True Crime* got Best Action Game. Pleeeease."

MEGAGAMERopm is equally displeased: "Sad thing is, they rarely showed any games. They would announce the winner, which took 10 seconds, and then they had some dude rap or some chick talk. Only about 5 percent was about gaming. It was horrible!"

LABYRINTH DEFAMED!

"You are a magazine which appeals to a predominantly young, male audience," writes **BocoDragon** on our Magazine Comments board. "Someone sends in a letter asking for a game based on an *'80s movie* that features a hair-sprayed-up *David Bowie* as an evil *singing* villain who wants to *steal a baby* from a *whiny* young Jennifer Connelly... And you DON'T MAKE FUN OF HIM and instead agree that the movie is GREAT?!?! WHAT?? This was like *Jar Jar: The Movie 1980*....With DAVID BOWIE....ugh..."

Apparently, we're not the only ones who think it's great.

"Wow, did the above post read, 'I, BocaDragon, am an idiot who has no taste, and I suck,'?" retorts **looksocool**.

"*Labyrinth* RULZ!!" echoes **the5element**. "If you ever saw the movie, it would actually make an interesting game. And if you don't like David Bowie music, then you must have been born in the 1990s."

"EXACTLY!" states **p5ych3**. "That movie is pure magic, and a game of it would definitely make me happy! *Goooo*, David Bowie!"

After about 10 zillion other posts supporting the movie, BocaDragon realizes the error of his ways: "It appears that I have posted an unpopular opinion."

Bottom line: If there are any game execs out there reading this right now, pick up the freakin' *Labyrinth* license! Everyone who calls themselves a child of the '80s will surely buy it without question.

BYE-BYE, GARY

OPM 76 was former managing editor Gary Steinman's final issue as a member of the *OPM* staff. That's not to say you won't hear from him again, but it's clear a great many of you will miss his regular contributions. We will too!

"I'll miss you, man," says **HeartlessCloud07**...with heart.

"Who will I look to to review my RPGs?" laments **Blitz05**. (Quick answer: Scooter.)

"Big G, G-Killah, G Dawg, I'm gonna miss ya, bro," reveals **Conspiracy87**. "Your reviews made me laugh, cry, get angry—it made me feel like we had a good friendship. OK, so I didn't really cry, but I did get mad and laugh at times."

"This should be called the sad emoticon thread," sums up **Apocalypse_Cow**. Well said.

www.stingerpengun.com
Homepage of Stinger, a company that manufactures .22-caliber guns that resemble pens.

Chrono love

Being somewhat of an RPG nerd, my friends (also RPG nerds) and I have often debated the merits of *Final Fantasy VII* versus *Final Fantasy IX*.

Recently, I bought *Final Fantasy Chronicles*, and though I'm only 10 hours into *Chrono Trigger*, I like it more. All of my friends say *FFVII* or *FFIX* is better, but I don't think so. What do you guys think?

Raphael Cornfold
via e-mail

Now that Gary Steinman's not here to weigh in, we'll let new RPGeek Scooter answer the question: "I love me some *Chrono Trigger*! Hey, Square Enix—give us *Chrono Break* already!"

Jobless

I just want to ask this. What would you do if you lost your job of being a game tester? What job would you have after that?

Brandon Thammavong
via e-mail

Well, we're not game testers—we're magazine editors. But what *would* happen indeed if we were to suddenly lose our jobs? Who knows? Some of us might go to other magazines, others might go into PR. Heck, some of us might get into game development! Worse comes to worst, there's always Arby's.

Giancarlo's secret job

While surfin' the tube the other day, I stumbled across a movie with a familiar name in the credits. I grabbed the issue of *OPM* I got that same day and was surprised. The movie was called *Blood Red*, and it starred Giancarlo Giannini. It was about a wine-grower who fell in love during a war for land in California. Did your news editor change his name?

Chris Traslavina
via e-mail

Nope. As much we we'd like to think Giancarlo was an itinerant wine man, it's just a coincidence. We have to clear the air once and for all: His secret shame is that he's a homeless ninja.

Voice of Shinra

I just purchased *Final Fantasy X-2* and heard the voice of the Gullwing Shinra. He sounded familiar. I did some research and found nothing, so I decided to ask you guys! Could you tell me who provides the voice and what shows he might've been in?

Soccerdude1631
via e-mail

Actually, Shinra is voiced by a "she": Pamela Seagall Adlon. She's done some game voices (*Run Like Hell, Escape From Monkey Island*) and even a movie or two (*Brother Bear*). The last *Final Fantasy*-related voice she did before *FFX-2* was Jue, the main female in "Final Flight of the Osiris" from *The Animatrix*. Finally, if you watch *King of the Hill*, she's the voice of Bobby Hill (hey...a woman voices Bart Simpson, too).

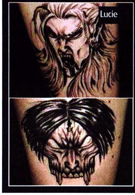
TATTOOS OF THE MONTH

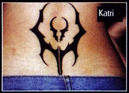
I love the Tattoo of the Month feature you've been running. With *Defiance* just around the corner [*when this letter was written—Ed.*], I thought I'd round up a bunch of photos of *Legacy of Kain* fans with tattoos from the series. Katri, Smackbabe, Lee, Lucie, and I all have Kain's clan symbol somewhere on our bodies. Lucie also has Kain and Raziel's faces. Zoe has Raziel's clan symbol. Sean Burch has Moebius' infinity loop.

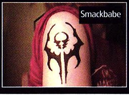
Amy Hennig from Crystal Dynamics was kind enough to send me photos of a GameStop manager on the east coast who is getting the scene from *Soul Reaver* where Kain breaks the sword over Raziel on his leg, but I didn't know how to get a hold of him to ask permission to send that one in.

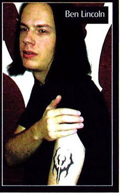
Ben Lincoln
via e-mail

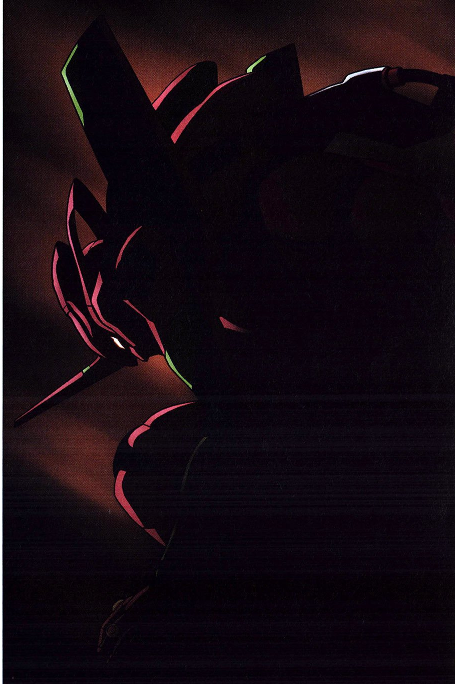
Whoa, that's a dedicated clan of gamers! You lot have certainly earned our (not so) coveted Tattoo of the Month award...











NEON GENESIS EVANGELION
THE DIRECTORS' CUT

For the first time ever, experience director Hideaki Anno's true vision of anime's future in Neon Genesis Evangelion: The Directors' Cut. Features the final six episodes of this groundbreaking science-fiction series with scenes previously unavailable outside of Japan.

Resurrection (Episodes 21-23): Available 1.13.2004.
Genesis Reborn (Episodes 24-26): Available in March.

ADV FILMS
www.advfilms.com

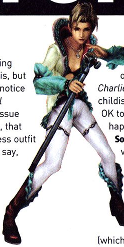
fye SUNCOAST The store for movie lovers. Fry's Electronics sam goody got it? BEST BUY

ADV504 NEON GENESIS EVANGELION © GAINAX / Project Eva. • TV Tokyo

INPUT

A slew of readers all turned away by Scooter saying no.

www.bigbot.com
Go here to fulfill all of your Transformers-related needs. Even if those needs involve those stupid Mini-Cons.



Camels?

I know I'm reacting kind of late to this, but did anyone else notice that in your *Final Fantasy* article (issue 75), on page 136, that Paine's Songstress outfit is a bit, shall we say, camel-like?

Fred Hsiung
via e-mail

Whatever are you talking about? This is a family magazine, son. We have no idea of which you speak. Really.

Ben Lincoln's revenge

Congratulations, *OPM*. Your ridiculously biased review of the new *Legacy of Kain* game has ensured that I will never subscribe again. If I can't trust you to give at least a decent rating to an excellent game, it's not worth my money to read the opinions of your staff.

2.5 stars? You honestly think that the game that fans of the series have been waiting seven years for is on the same poor level as *Fire Warrior*? Did Eidos not buy enough advertising space? Or maybe you gave it to someone who doesn't like action/adventure games to begin with. I can't believe you gave a higher rating to a game involving suffocating people with bags and sodomizing them with crowbars. What's wrong with you?

Thanks for trying your best to prevent another game in the series from being made. I appreciate it.

Ben Lincoln
via e-mail

...Well, sorry we have a difference of opinion. But that was our opinion, and we're sticking to it. Also, as often as we'd wish, we don't wield the power to cancel games outright, so no need to blame us in that regard. Guess you're not so psyched about being awarded the Tattoo of the Month this issue now, eh?

Eight craaaazy nights

In the Calendar for December 2K3, you say there are no animated Hanukkah specials except *Eight Crazy Nights* (which, I must agree, did suck). Well, *Rugrats* has a Hanukkah special (along with any other holiday out there). You mentioned *Charlie Brown* and other such childish cartoons, so I figured it's OK to mention *Rugrats* (and I just happen to be Jewish).

Soccerdude1631
via e-mail

Poké-Mini-Con

Now don't get me wrong—I hate the *Transformers Armada* cartoon as much as anyone else (which is a lot). But I think you guys are being too judgmental about the Mini-Cons being implemented into the game. In every review I've read, you guys have complained about the Mini-Cons being in the game. Yeah, they crap up what otherwise had potential for being a decent remake of a classic show, but I think it sounds like they have the potential to be a really cool gameplay element. I think the Mini-Cons deserve a second chance.

DERANGED28
via e-mail

True, they might turn out to be a really cool gameplay element. But still, just the mere existence of those twinks is enough for us to make fun of them every chance we get.

OPM out on the street

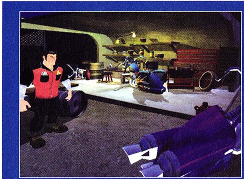
OK, so tonight I finally get my new issue of your magazine and I was flipping through and saw the editors' pictures (like always). As I was ogling over Gary's pic, I started wondering about something: When you guys are out, do you ever get recognized? Even if it's just someone walking up to you and saying, "Hey! Great mag!" Has anyone ever noticed you? I know that if I saw Joe walking down the street near me, I'd start freaking out as if *NSync had just pulled up. I guess that's enough from me. You guys all take care and be careful not to get attacked by a rush of sobbing teenage girls.

Meghan Weiner
via e-mail

In fact, most of the staff has! Joe and Giancarlo's smooth pates, John's wry Britishness, and C-Bake's boyish charm have all been recognized by our adoring public. Scooter has been whining about the fact that nobody recognizes him, but we tell him that "going outside" is a prerequisite to encounter people who don't actually work with him.

ASK US ANYTHING!

Scooter will still say "No!"



FULL THROTTLE AHEAD

Q. Is there any way for me to get my hands on a copy of *Full Throttle* for the PS2? When I first heard about it from y'all, I couldn't wait for it to come out. Then I heard that LucusArts canceled it. Is there any way that I can get it somehow? I need to know!! Thanks!

Dallas Blake
via e-mail

A. Ha-ha, nope. It's gone. Poof.

PSX3?

Q. I've heard about PSX, which is like a PS2 with mutimedia abilities, and PS3, which will have its own line of games. Are they the same?

Lu
via e-mail

A. No.

BRING BACK MORRIS!

Q. Hey, will you please bring Heather Morris in for an interview? I'll pitch in like $5 if you will.

GillianSeed
via e-mail

A. Sure thing, buddy...er wait, *non*.

BOOGIE DOWN WITH YOUR PS2

Q. Hey, can you import music on your PS2 using a CD or an MP3 player? I tried hooking my player up to it, but nothing happened. I thought I would investigate since it uses a USB cord to hook up to the computer, and I noticed there were a few on the PS2. Do I need to press some special button? Or is it just not possible?

Matt!
via e-mail

A. As the Japanese would say, *ie*! No music piracy for you!

PS2 DX:IW?

Q. I decided to get an Xbox 'cause I knew that *Halo 2* is coming out. The first game I got was *Deus Ex: Invisible War*, and it really was fast, crazy stuff. My friend wants to know if this game will be in his PS2 one day.

Bambooknight
via e-mail

A. *Nein*. *Invisible War* was developed for Xbox. There might be another *DX* game, but not that one.

FREEBIES

Q. Is it possible that I can get a PlayStation magazine for free?

Mark Ramos
via e-mail

A. Unless you steal it or get it from someone who bought a copy...no.

METALLIKATO?

Q. Do any of the guys in the *OPM* office know martial arts or have black belts? I thought it would be a good question....

Matthew Parisella
via e-mail

A. Nosirreebob—unless you count the red belt in Metallikato that Scooter claims is his.

SEQUEL TO A FINAL FANTASY

Q. I was wondering, do you have to beat *Final Fantasy X* in order to play *Final Fantasy X-2*? I mean I bought *Final Fantasy X*, but I can't beat it. I really want to get it, but I'm not sure if I should spend my money to get the game and not even know what's going on.

Mike Kissiday
Highlands, NJ

A. *Nyet*. No need to have played the previous game. Of course, it helps, but it's not necessary.

STORY TIME

Q. I sent an e-mail where part of it was a story I wrote. Would one of you be willing to read it and tell me what you think?

Dan Sclavi
via e-mail

A. Nope. We don't read unsolicited stories. It's a legal thing.

A cunning mind. A killer body.

Nightshade™

Go ahead, test her. But be warned. Beneath that sweet exterior is a hardened assassin. From vivid urban warfare to unlimited kill combos, the ultimate Ninja experience has arrived.

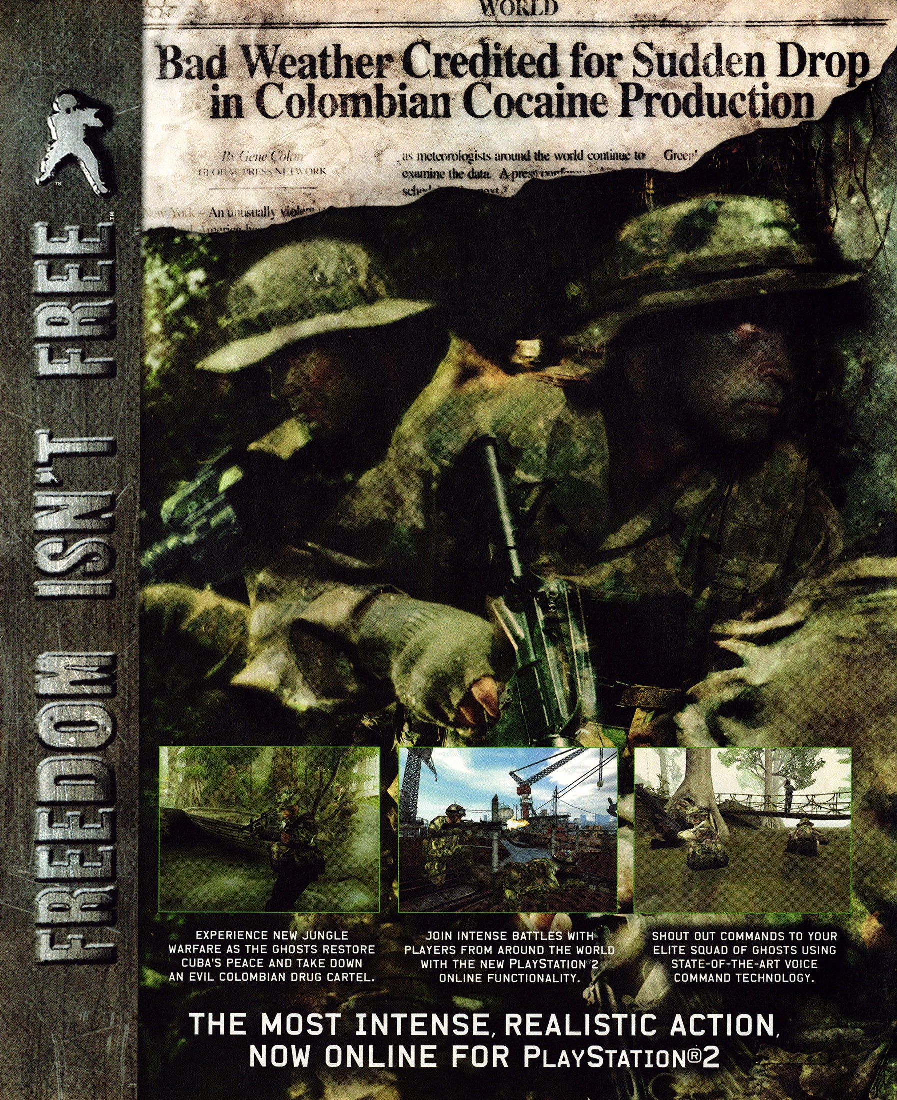
MATURE 17+
M
Blood
Violence
ESRB CONTENT RATING www.esrb.org

PlayStation.2

SEGA
sega.com/usa

SEGA WOW™

Sega is registered in the U.S. Patent and Trademark office. SEGA, the SEGA logo, and Nightshade are either registered trademarks or trademarks of Sega Corporation. © SEGA WOW/SEGA, 2003. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



WORLD

Bad Weather Credited for Sudden Drop in Colombian Cocaine Production

By Gene Colon
GLOBAL PRESS NETWORK

New York – An unusually violent

America ha

as meteorologists around the world continue to examine the data. A press confer

sched next

Green

EXPERIENCE NEW JUNGLE WARFARE AS THE GHOSTS RESTORE CUBA'S PEACE AND TAKE DOWN AN EVIL COLOMBIAN DRUG CARTEL.

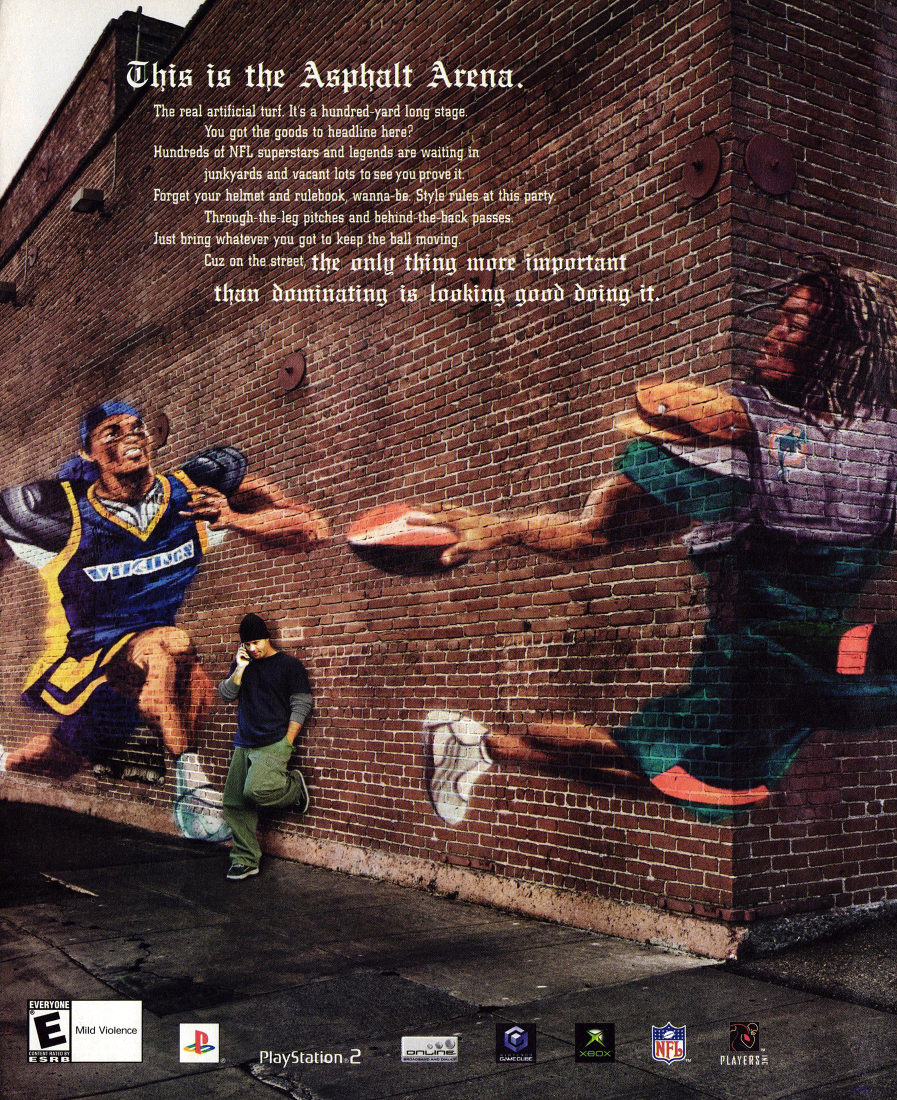
JOIN INTENSE BATTLES WITH PLAYERS FROM AROUND THE WORLD WITH THE NEW PLAYSTATION®2 ONLINE FUNCTIONALITY.

SHOUT OUT COMMANDS TO YOUR ELITE SQUAD OF GHOSTS USING STATE-OF-THE-ART VOICE COMMAND TECHNOLOGY.

THE MOST INTENSE, REALISTIC ACTION, NOW ONLINE FOR PLAYSTATION®2

Tom Clancy's
GHOST RECON™
JUNGLE STORM™
TEEN
T
CONTENT RATED BY ESRB
Violence
PlayStation 2
ONLINE
BROADBAND ONLY
Red Storm
UBISOFT™

© 2003 Red Storm Entertainment. All Rights Reserved. Ghost Recon, Jungle Storm, the Soldier Icon, Ubisoft, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Red Storm and the Red Storm logo are trademarks of Red Storm Entertainment in the U.S. and/or other countries. Red Storm Entertainment, Inc. is a Ubisoft Entertainment company. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online play requires internet connection and Network Adaptor for PlayStation 2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc.



This is the Asphalt Arena.

The real artificial turf. It's a hundred-yard long stage.
You got the goods to headline here?
Hundreds of NFL superstars and legends are waiting in
junkyards and vacant lots to see you prove it.
Forget your helmet and rulebook, wanna-be. Style rules at this party.
Through-the-leg pitches and behind-the-back passes.
Just bring whatever you got to keep the ball moving.
Cuz on the street, **the only thing more important
than dominating is looking good doing it.**

VIKINGS
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
PlayStation 2
online
BROADBAND AND DIAL-UP
NINTENDO GAMECUBE
XBOX
NFL
PLAYERS INC

EA SPORTS BIG
NFL STREET
In Stores January 15th
nflstreet.com
nflstreet.com
nflstreet.com
nflstreet.com

Features new music from: X-ECUTIONERS, Fuel, Lostprophets, DJ Kayslay Presents Three 6 Mafia, and more.

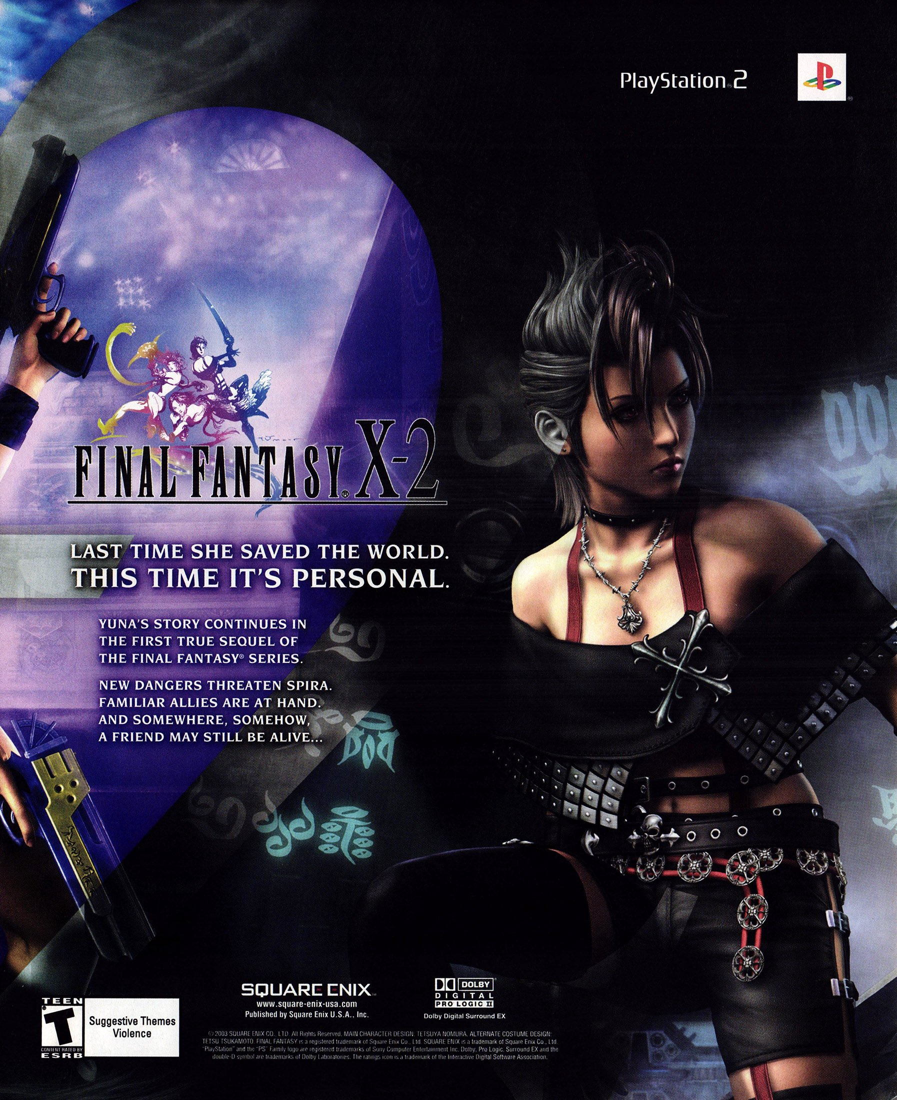
Online and Multiplayer game play available for the PlayStation®2 computer entertainment system. INTERNET CONNECTIVITY required. PlayStation 2 console online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). The Online icon is a trademark of Sony Computer Entertainment America Inc. All features not available on all platforms. See back of game pack for details.

© 2003 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. © 2003 NFL Properties LLC. Team names & logos are trademarks of the teams indicated. All other NFL-related trademarks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2003 PLAYERS INC. "PlayStation" and the "PS" Family logo are trademarks or registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. ™, ®, and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

CHANGE JOBS IN THE HEAT OF BATTLE

ENTER AN EXCITING MISSION-BASED STORY WITH NON-LINEAR GAMEPLAY

EXPERIENCE FAST, DYNAMIC COMBAT



FINAL FANTASY X-2

LAST TIME SHE SAVED THE WORLD. THIS TIME IT'S PERSONAL.

YUNA'S STORY CONTINUES IN THE FIRST TRUE SEQUEL OF THE FINAL FANTASY® SERIES.

NEW DANGERS THREATEN SPIRA. FAMILIAR ALLIES ARE AT HAND. AND SOMEWHERE, SOMEHOW, A FRIEND MAY STILL BE ALIVE...

SQUARE ENIX™
www.square-enix-usa.com
Published by Square Enix U.S.A., Inc.

DOLBY DIGITAL PRO LOGIC II
Dolby Digital Surround EX

© 2003 SQUARE ENIX CO., LTD. All Rights Reserved. MAIN CHARACTER DESIGN: TETSUYA NOMURA. ALTERNATE COSTUME DESIGN: TETSU TSUKAMOTO. FINAL FANTASY is a registered trademark of Square Enix Co., Ltd. SQUARE ENIX is a trademark of Square Enix Co., Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Dolby, Pro Logic, Surround EX and the double-D symbol are trademarks of Dolby Laboratories. The ratings icon is a trademark of the Interactive Digital Software Association.

SPIN

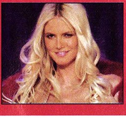
News, views, opinion, wit, and wisdom.

FINAL FANTASY XII

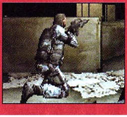
Badass chocobos, scary knights, and fey-looking dudes! Who's changing *Final Fantasy* so much?

SIEGFRIED AND ROY

Believe it or not, Vaan actually was even girlier before Yoshida finalized his design. Yoshida commented that Vaan was much more effeminate, but when Kohei Takeda (who did voice and motion-capture work for Vaan) got involved, Vaan adopted a more carefree, boyish spirit than before. We still think he looks too metrosexual.



40
HOT CHICK
Meet 007's worst nightmare
Heidi Klum is evil.



42
RAINBOW 6
Men in camouflage
Tactical fun for everyone.

52
WINNERS
Spike TV loves games
Should gamers love Spike TV?

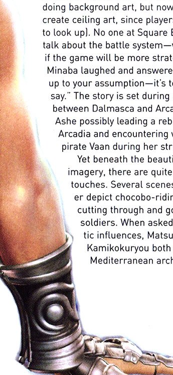
The *Final Fantasy* series has always been operatic in scope—with grandiose plots that include love, betrayal, psychological breakdowns, and, in the case of *Final Fantasy III/VI,* an actual opera. With *Final Fantasy X-2* being more *Charlie's Angels* than Richard Wagner, and *Final Fantasy XI* being an online experience, *Final Fantasy XII* looks to be the first "normal" *Final Fantasy* title since *FFX* in 2001. Except instead of someone like Hironobu Sakaguchi or Yoshinori Kitase at the helm, the director of *Final Fantasy XII* is Yasumi Matsuno—the same Matsuno who directed *Vagrant Story* and both *Final Fantasy Tactics* games. In addition, his development team at Product Development Division 4 includes Hideo Minaba (art director), Akihiko Yoshida (character designer), and Isamu Kamikokuryou (background art)—a group most famous for *Final Fantasy Tactics.*

What does this mean for FFXII? Scant details were released at a recent Square Enix presentation, but Matsuno and his team are already shaking things up. We know that the effeminate-looking fellow, Vaan, is the main character. Princess Ashe is the other protagonist, but there won't be a romance between her and Vaan. We also heard that the traditionally static camera will be rotatable, à la *FFXI*, and you even have a limited first-person view (Kamikokuryou joked that he's used to just doing background art, but now he has to create ceiling art, since players will be able to look up). No one at Square Enix would talk about the battle system—when asked if the game will be more strategic like *FFT,* Minaba laughed and answered, "I leave it up to your assumption—it's too early to say." The story is set during a war between Dalmasca and Arcadia, with Ashe possibly leading a rebellion against Arcadia and encountering wannabe air pirate Vaan during her struggle.

Matsuno and his team are already shaking things up on *Final Fantasy XII.*

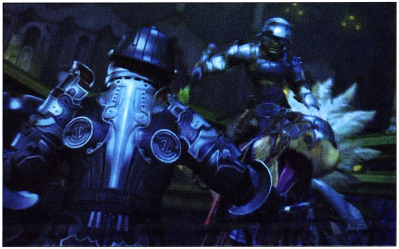
Yet beneath the beautiful *FF* imagery, there are quite a few dark touches. Several scenes in the trailer depict chocobo-riding knights cutting through and goring foot soldiers. When asked about artistic influences, Matsuno and Kamikokuryou both referred to Mediterranean architecture, Turkey, India, and even contemporary New York. Minaba commented that he and Matsuno were "history otakus" (fanatics) and that ancient Rome was the primary influence. Considering the gritty CG battle scenes, plus some other scenes that take place in a gladiatorial arena, the harsh Roman influence is quite evident. Matsuno joked that even the lovable moogles are being redesigned—he described an initial moogle design as "scary" and sporting "steel boots." Finally, recall that Matsuno's most famous game, the original *Final Fantasy Tactics,* also takes place during a war and has a mature and complex story filled with kings, cardinals, and dastardly political manipulations.

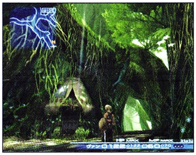
When asked directly if Matsuno will infuse *FFXII,* a more mainstream title, with his darker touches, he replied, "[Well], the movie *Gladiator* won the Academy Award for Best Picture and was quite popular. Some people see the darkness in the message and setting of the movie, while others just enjoy it for gladiator fights and action. *FFXII* is the same way. Players who just want to play and enjoy will enjoy it, whereas players who are familiar with my past games, who are looking for that darkness, will find hints of the tone throughout." While we still know only a few details about *FFXII*, what we've seen so far and what we know of Matsuno and his team indicate that *FFXII* will be a very different and possibly much darker *Final Fantasy.*

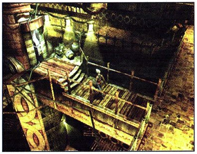


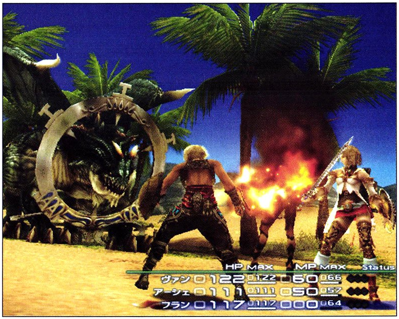
IVALICE?

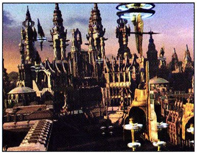
Oddly enough, anyone who's played *Final Fantasy Tactics Advance* on their GBA has had a small sneak preview of *FFXII.* In *FFTA,* one character proclaims that Ivalice is just like the *Final Fantasy* game she's played—she's actually referring to *FFXII.* While it's not the same exact Ivalice as in *FFTA, FFXII's* Ivalice is populated by the Bangaas and Vieras races as well. In the *FFXII* presentation, Matsuno commented that diversity is one of the key themes and that much of the game would deal with social classes between these races. Also, note that the Judge, an important character from *FFTA,* is now the actual logo for *FFXII.* Matsuno commented that the Judge, an "impartial police court" in *FFTA,* is now an "order of knights who inspire terror."

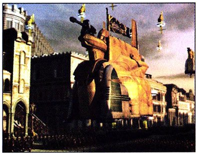








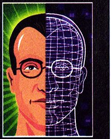




In the Same Boat
Square Enix has yet to officially announce any support for PSP, but the company's president, Yoichi Wada, agrees with Koei's stance that the PSP won't compete directly with the GBA because of its hardware and the type of games that will be available.

THE WATCHDOG

LAWYER UP



All right, folks, it's time for another one of my famous hypotheticals. Let's say you're playing one of those massively multiplayer online games, and it's one of those fantasy games in which you can build or buy items that you can then sell to other players for real-world money through eBay. Now, let's say that back in the game world, your character is attacked or his abode is ransacked or whatever, and the objects you've been cultivating—the ones you can sell for *real live money*, remember—are stolen or taken. Here's the question: Have you been robbed? Should you be able to press charges in the real world?

Let's add another wrinkle: Say your game character was attacked *because* your attacker saw you selling objects on eBay and realized you were making money—and by attacking your character in the game world, he could take your items and then sell them on eBay, making money you could have earned. *Now* have you been robbed? Should you be able to press charges?

At the moment, this is an academic exercise, but perhaps not for much longer. Already in at least one other country, a case similar to this has become *more* than hypothetical: In November 2003, *China Daily* reported that a Chinese citizen sued his online game provider because another player in the game stole his collection of game weapons. The plaintiff, who had invested thousands of hours and yuan in the game, apparently felt the game operators owed him a safe environment. He sued to get his weapons back, plus 10,000 yuan (about $1,200) for emotional damages. The game company is contesting the suit, noting that its user agreement indemnifies it from such legal actions.

As more people spend more time in these virtual worlds, I expect more real-world lawsuits will arise. Even if game providers are able to use their user agreements to cover their own behinds, individual game players are likely to go after each other, especially if there is money involved, like in a case involving items that can be sold in the "real" world.

The fact of these objects offers a number of interesting legal questions. For example: What exactly is virtual property, which has real-world value but not real-world physicality? Is it intellectual property, like a novel or a song? Can it be considered actual property? Or is it a new form of property that hasn't existed before? And in a world that is created by computers (physical property, owned by some person or company) and software (intellectual property, likewise owned by some person or company), what rights do the users who create things that have value—who do actual "work"—have? Do they have any rights at all?

It's potentially an exciting time for the way we view property and personal rights online. But until it's all figured out, guard your items well.

Would you sue? Tell Scalzi what you would do. Leave a message on the *OPM* boards at 1UP.com or drop him some mail at john@scalzi.com.

PSP DYNASTY

Koei gives its perspective on Sony's handheld

With the release of PSP's conceptual image, and the official unveiling only months away, developers are leaping into PSP development. Koei, which provided a number of key games for the PlayStation 2 launch, is one of the first major companies to officially announce support for the system. Since this marks Sony's first foray into portable gaming, there seems to be an inherent risk that requires a leap of faith from developers, but for Koei, the decision was easy to make. "We see the PSP as a complete digital entertainment system that will provide new mobile gameplay experiences through progressive features such as 3D graphics and wireless LAN," says Kiyoshi Komatsu, president and COO of Koei. "After [Sony's] announcement of the PSP, Koei carefully evaluated the system's potential as a new digital entertainment platform, and we made a decision to develop games for the PSP."

While its technical capabilities undoubtedly will let developers create more complex games, they'll also add a significant price tag to the PSP. "We assume that the price point for the PSP will be higher than the GBA's because of the PSP's use of high-end components and sheer processing power," says Komatsu. By that same token, complex games inflict higher development costs on companies, which ultimately affects pricing for games when they hit store shelves. Yet Koei doesn't seem concerned with the possibility of its portable games costing just as much as their console counterparts. Komatsu adds, "It's conceivable that the games we release for PSP could be available at a price range comparable to software available for other handheld platforms."

One of those other platforms is Game Boy Advance. Successive iterations of Nintendo's handheld have continued to dominate the market, but most developers think PSP will attract a different type of market not only because of its price, but also because of the types of games that will be available. "Since the GBA and the PSP have different feature sets and possibly different price points, we perceive initially that the target markets will differ as well," says Komatsu. "Core gamers will be the early adopters of the system, but the strength of the PSP's features and a more diverse game library that includes more advanced games will attract current consumers as well as new users to the portable market."

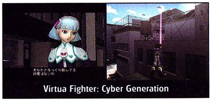
As for the three games Koei has in development for the PSP launch, Komatsu won't give any specifics, but he says that the lineup will represent the types of games Koei has produced over the past few years. Portable *Dynasty Warriors,* anyone?

WHAT'S NEXT?
In addition to PSP development, Koei is currently in the planning stages for a possible North American version of *Nobunaga Online,* as well as a film version of its *Dynasty Warriors* series of games.

Sei You, Sei Me

The Virtua Fighter series heads in a new direction

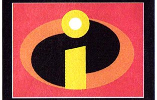
After years of referring to the project formerly known as *Virtua Fighter Quest*, Sega has finally taken the wraps off the latest game in the *Virtua Fighter* series, and we're a bit surprised to see what the development team at Sega-AM2 has come up with. Now known as *Virtua Fighter: Cyber Generation*, the game is an action-RPG, in which you take on the role of a young boy named Sei who hunts for treasure (or hidden data) in a virtual world known as the Matr…err, Nexus. Interestingly, the hidden data includes information on the characters from *Virtua Fighter*, but it's not entirely clear what role they'll take in the game. *Cyber Generation* has only been announced for Japan, but a North American release is likely to happen.



Virtua Fighter: Cyber Generation

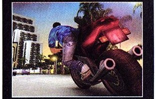
DATA STREAM

Incredible!



Michael Giacchino, who composed the soundtrack for *Medal of Honor: Underground* and *Medal of Honor: Frontline*, is also the composer working on the score for the upcoming Disney and Pixar superhero movie *The Incredibles*.

Frankie Says Relax



Rockstar is making some minor changes to *Grand Theft Auto: Vice City* to appease the Haitian government as well as protest groups claiming that the game was racist in its portrayal of Haitian immigrants.

Knock You Out

Electronic Arts announced that professional boxer Roy Jones, Jr. will be the cover athlete for EA Sports' *Fight Night 2004*. It's scheduled for release this spring.

MotoGPS3?

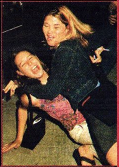
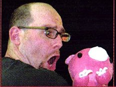
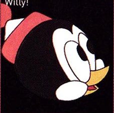
The development team behind *MotoGP* and *MotoGP 2* for the Xbox has already announced a vehicle-based PlayStation 3 project with the codename of *Avalon*. The game will use the studio's *Blimey 2* engine.

DID YOU KNOW?

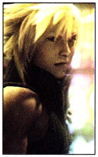
Yakov Smirnoff was voted "Comedian of the Year" *twice*. He is also an "accomplished painter."

DATEBOOK

JANUARY 2K4

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
Think warm thoughts. It's **National Oatmeal Month**, **Hot Tea Month**, and **National Soup Month**. You'll need all that warm food after giving it up for **National Blood Donor Month**.				1 **Happy New Year!** **Betsy Ross** and **Paul Revere** kick off the year by sharing a birthday. Those two knew how to party. One if by land, two if by sea, indeed.	2	3 **J.R.R. Tolkien**'s birthday. He'd have been eleventy-two. But he's not. 'Cause he's dead.
4 Friend of *OPM* **Michael Stipe** celebrates his 43rd birthday. 	5 ***Sonic Heroes*** leads the charge of PS2 releases. ***Supercar GT***, ***Corvette***, ***PBA Bowling 2004***, ***IHRA Drag Racing 2004***, ***X-Files***, ***The Fast and the Furious***, ***.hack Part 4***, and ***Lord of the Rings: Treason of Isengard***, are also in stores this week.	6 **Danny Thomas** would have been 91 today. Celebrate by going to IHOP and ordering your eggs Danny Thomas style. After the waitress slugs you, go home and Google it to see what it means.		8 The **1UP.com Awards** are announced live on the Internet at www.1up.com. **CES** runs now through Sunday in Vegas. It's where we'll be getting our material for **The List** for the next year or so.	9 ***Chasing Liberty***, a movie about being the president's daughter, and ***First Daughter***, a flick about being the president's daughter, open today. Don't they know that the movie we really want to see is ***Bush's Daughters Gone Wild***?	
11 Don't know what to wear to school tomorrow? Check out 1UP.com's guide to buying gaming-related clothes.	12 It's **Fabulous Wild Men Day!** Three cheers for our very own fabulous wild man, Jason Babler. 	13 ***Star Trek: Shattered Universe*** comes out today. We think the title accurately describes how Paramount feels about its once-storied franchise. Buy **The Crystal Method**'s new CD, ***Legion of Boom***, today.	14	15 It's **John Davison**'s birthday! He claims to like vodka, fast cars, and loose women. Feel free to send him the first two, but his lovely wife Andrea might get upset if the last one comes in the mail.	16 ***Along Came Polly*** is in theaters. It has a great cast, including **Ben Stiller**, **Jennifer Aniston**, **Debra Messing**, **Alec Baldwin**, and *Simpsons* regular **Hank Azaria**. 	17 Hey, Fort Wayne, Indiana! **George Carlin** is bringing his out-of-date comedy act to your fair city tonight.
18 Have a bit of honey today—it's **Winnie the Pooh**'s birthday.	19 It's **Penguin Awareness Day**. Hats off to our favorite penguin, Chilly Willy! 	20 ***Baldur's Gate: Dark Alliance II***, ***Maximo vs. Army of Zin***, ***Tom Clancy's Ghost Recon Jungle Storm***, and ***Daredevil: The Man Without Fear*** are in stores.				24 The folks at the **Yakov Smirnoff** "What a Country" Theater in Branson, Missouri, are in for a treat. It's Yakov's birthday. They'll probably hear some joke about how in Russia, you don't celebrate birthdays, birthdays celebrate you. (*Yawn.*)
25 Drinking game alert! The **Golden Globe Awards** are on NBC tonight. Every time someone says "Hollywood foreign press," take a drink. You'll be plowed before they get to the Cecil B. DeMille award.	26	27 **Oscar nominations** are announced at 5:30 a.m. If ***Lord of the Rings*** doesn't win best picture this year, there will be hell to pay. It's also former *OPM* newshound/current 1UP.com EIC **Sam Kennedy**'s birthday.				31 **Justin Timberlake** and **Carol Channing** turn a year older today.

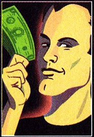
Does this car make my butt look big?



Advent Preview
Want to watch a special *Final Fantasy VII: Advent Children* preview from the comfort of your couch? Buying Final *Fantasy X-2: International + Last Missions* is the only way to make that happen at the moment, and it's only coming out in Japan. Booo!

THE OUTSIDER

THE BUCK STOPS HERE



If it's a Tuesday, you know where you'll find me—at the local mall, checking out the just-released new titles at GameStop or EB. That's where I spend my gaming dollar. Of course, they only sell games and gaming culture—which I dig, so I shop there a lot. Still, I feel there are a few things gaming retailers should do to ensure my loyalty.

Foremost, I want a rewards program like the one I joined at Suncoast, where the reward points I earn with every purchase can be applied toward future discounts. We all deserve this from gaming retail, and the first national gaming retailer to create such a program is going to win all of my business. I figure I'm good for at least 10 new releases for myself this year—that's $500 right there. Plus, I often buy games as gifts, not to mention magazines, preowned classics, strategy guides, memory cards, peripherals, and whatnot. Heck, I'm the reason this industry is so huge. These people should be falling over themselves to get to me.

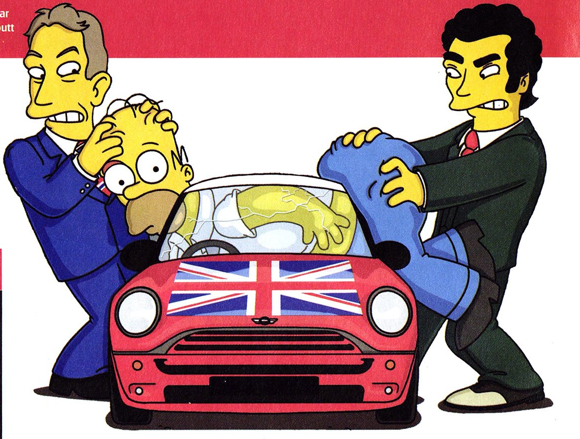
They'd be one step closer to having me, too, if each store featured a touch-screen kiosk with game release info. These days, I tote around a fussy 2-year-old who routinely smashes every Voldo action figure and Wonder Woman HeroClix within reach of the stroller. I often don't have time to stand in line to ask a simple question. Some stores have an out-of-date bulletin board lost in the clutter, but it seems I always have to sally up to the register whenever I have a question. The practical solution to all of this is a touch-screen kiosk. It should have release info, but no trailers or demos—I don't want to wait behind some kid zoning out and jabbing buttons. I need to find out when my game is coming in, diss *Angel of Darkness*, and get the hell out.

Also, I'd probably buy twice as many strategy guides if I thought I'd get a few more bucks when I trade them back in. How about $5 in credit or $2 cash? It's only fair when I bought it new for $15.

Lastly, I've heard rumors that some gaming retailers hold tournaments for store credit and cool prizes, but I've never been invited to or stumbled upon one. These need to happen more frequently and with better publicity. I'd be practicing all week if I knew I could win one of those cool limited-edition colored PS2s or some such thing in a *Soul Calibur II* throwdown or *Midnight Club 2* LAN party. This type of event would draw big crowds at the mall...and sell lots of games. I'd probably have a Network Adaptor by now if I had been offered a demo or found a crosstown rival.

I don't ask for much—only what I pay for. And I'm only trying to help. So if the game stores notice their sales going down, it's probably because I'm shopping somewhere else.

Robin Wilson (rwginblossom@aol.com) sings lead for the Gin Blossoms. You can probably earn reward points at record stores by buying one of his albums.



URGE TO SUE, RISING

Sega takes EA and the Simpsons to court over Road Rage incident

In a not-so-shocking turn of events, Sega of America has filed a lawsuit against publishers Electronic Arts and Fox Interactive, as well as developer Radical Games, over *The Simpsons: Road Rage,* claiming the game infringes on a couple of key patents Sega owns relating to *Crazy Taxi*. The similarities are definitely there—both games have a comparable gameplay structure in which players are charged with picking up passengers and dropping them off at specific locations while the requisite hilarious hijinks ensue.

Sega's not laughing. The company has asked the court to prohibit any additional sales of the game, as well as recall the game from retail outlets across the country. The case seems like a slam dunk for Sega, but the companies named in the lawsuit have yet to officially respond. *The Simpsons: Road Rage* has sold more than 1 million copies to date across multiple platforms, so there's no point in selling your copy on eBay.

GET IT OVER WITH ALREADY!
Videogame developer and pachinko manufacturer Sammy has purchased a majority stake in Sega from Sega's parent company, CSK. Sega and Sammy were in heated merger talks a few months back, but Sega eventually left the deal on the table and decided to remain independent. While the stock purchase builds the business relationship between the two companies, Sammy has yet to buy enough stock to officially have decision-making power within the company.

GRAN TURISMO TEASE

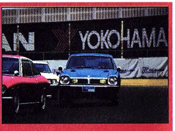
Three reasons why GT4 Prologue makes us want the final game even more

More Than 40 Cars

Prologue, which is basically a preview version of *Gran Turismo 4* released in Japan, has a bigger car selection than most full games. At any rate, there are plenty of cars to choose from, and their range in performance demonstrates how the driving physics have evolved since *Gran Turismo 3.*

Diverse Tracks

The New York City track shows how Polyphony's been able to cram more detail into the game without sacrificing a brisk framerate. But the real treat is Citta di Aria, a track that lets you speed through the alleyways of a small Italian town. If the other tracks in the final game are half this much fun, then we can't wait!



Put to the Test

You can only race against opponents on three of *Prologue's* tracks, so the others mainly serve as time-attack areas, but there is a separate school mode that puts you through 46 driving tests similar to the license challenges in previous games. The tests help ease you into the whole *Gran Turismo* experience.

NITROUS BOOST

N20 was released in 1998 by Fox Interactive. It's a "tube shooter" that bears a passing resemblance to *Tempest.*

METHOD MEN

The Crystal Method feels the need for speed

The guys in The Crystal Method are no strangers to videogames. In fact, by providing the entire soundtrack to 1998's PS1 release *N20: Nitrous Oxide*, they were among the first well-known artists to have music featured in a game. In 2003, the band went a step further, debuting the first single off its new album in *Need for Speed: Underground*. We chatted with TCM's Scott Kirkland to find out what happens when the music industry and the videogame industry meet.

OPM: Your work has shown up in a lot of games, from *N20* to *Amplitude*. How did you get involved in gaming?
SK: Our first-ever experience with videogames was *FIFA '98*, and we really enjoyed the combination of our music with a great game, so when Fox Interactive came to us with idea of licensing our songs for the score of *N20*, we were completely up for it. Plus, we're both gamers ourselves. We both have PS2s and Xboxes. I love the sports-related games [especially NFL and soccer] and some of the action games, like *Star Wars*; Ken [Jordan] likes *GTA3* and shooting games. We definitely spend more time than we should playing videogames.

OPM: What got you involved in *Need for Speed: Underground*?
SK: EA came to us a few months ago, and we played them the first single from our new album, *Legion of Boom*. They really liked it and asked if we would like to put it in *Need for Speed*. The game was coming out around the same time we were releasing the single "Born Too Slow." We thought it was a great way to get our new single out as it was hitting the radio. Plus, any kind of cross-marketing these days is a good thing. Both Ken and I have discovered songs ourselves while playing videogames, so we figured it couldn't hurt to have our music in games.

OPM: Did offering an exclusive song for *NFSU* score you advance copies of the game?
SK: Yes, we got a few copies. The game is great—quite an adrenaline rush. We think people are really going to like this game.

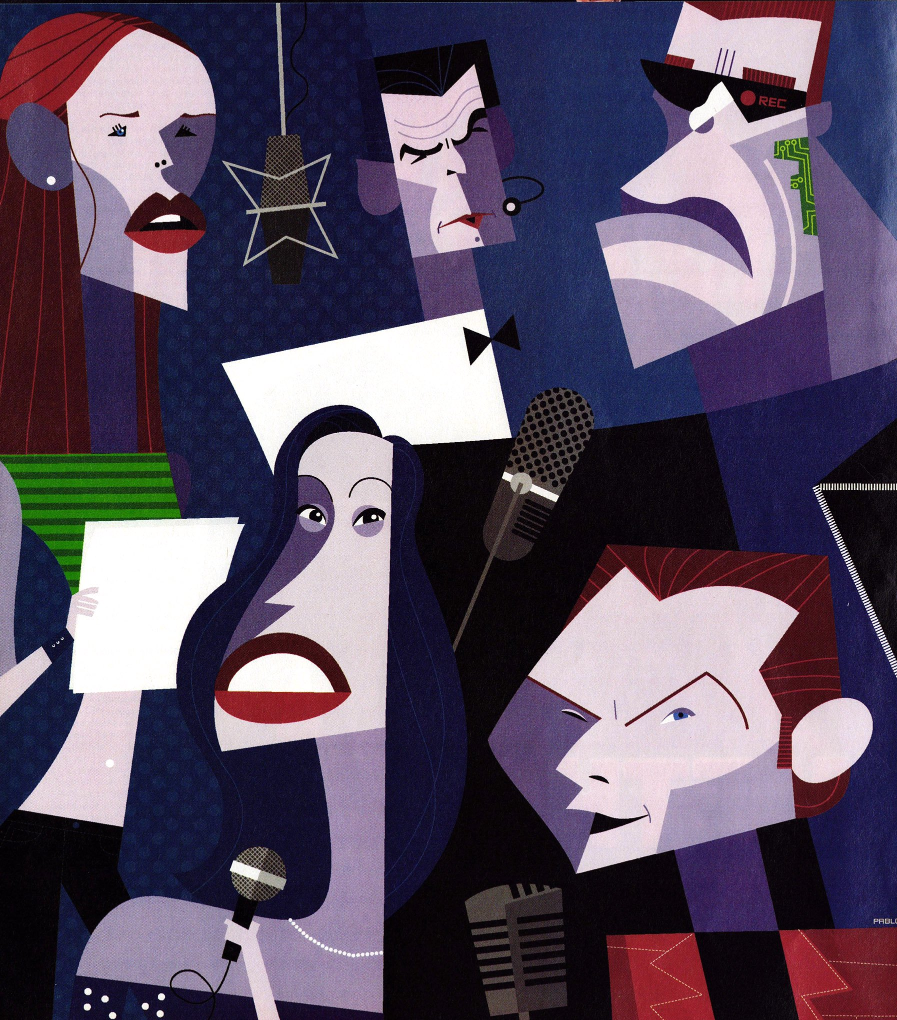
OPM: How do you think technology will affect music and the creation of music in the coming years?
SK: It is already affecting music. We were able to do a track on *Tweekend* with [Stone Temple Pilots singer] Scott Weiland without ever being in the same room. The widespread use of broadband will definitely expand the recording process of artists spanning the globe because it will allow you to work with someone in real time without having to be in the same country.

OPM: The big labels are in trouble, the RIAA is suing 12-year-old girls, and music fans are getting bitter. What needs to happen for big labels to recover?
SK: They need to embrace things like iTunes, Napster, Rhapsody, etc., and they need to bring the price of albums down in order to make it affordable for that 12-year-old girl to buy the album instead of downloading it. Some trading of rarities or obscure tracks is fine for people who love music, but we think that downloading albums instead of buying them is not a good thing.

SPIN

Can you
hear me
now?

57" Arnold's chest measurement at the peak of his body-building career.



DID YOU KNOW?
One of Jada Pinkett Smith's classmates at the Baltimore School for the Arts was Tupac Shakur.

WORD of MOUTH

Roll out the red carpet–the famous voices behind the games

These days, when you read the credits for a blockbuster videogame like Electronic Arts' *James Bond: Everything or Nothing* or Activision's *True Crime: Streets of L.A.*, they look a lot like the credits for a Hollywood production. That's because after decades of loud boasts that convergence is coming, it's finally here.

Hollywood's A-list actors have migrated to videogames as a new outlet for work. While top-tier names, such as Arnold Schwarzenegger and Jennifer Garner, get decent paychecks for time in a sound studio, the games business can't compete with the multimillion-dollar salaries of live-action films, or even the smaller scales and back-end deals for feature-length animated films. Many of the actors you hear in games are doing it more for a love of videogames. There's also the bonus of gaming's target demographic. It doesn't hurt rising stars to lend their voices to a game and reach the same audience that will watch their new TV series or feature film.

"We've gone from an industry where it's acceptable to have your programmers and testers provide the voices in your games to one where it's become a necessity to use professional actors," says Lev Chapelsky, president of Los Angeles–based Blindlight Media, which matches game companies with Hollywood talent.

As the price of game development rises (*Enter the Matrix* cost over $21 million to develop and featured the entire cast of the movie), so will the budgets for voice talent, sound effects, licensed soundtracks, and original scores.

"Contracts for actors vary on a lot of particulars, like whether the actors are reprising a film role they're known for—like Schwarzenegger's *Terminator* character—or whether it's an original character, like the virtual cast of the *True Crime* game," explains Margaret Tang, casting and voice director at Womb Music, an agency credited with such games as *True Crime, Spawn, Pitfall Harry*, and *Call of Duty*.

"In the videogame industry, it's become a necessity to use professional actors."

"Until recently, there wasn't much negotiation for videogame voice acting because game companies would hire voice actors and pay them scale (roughly $500 for four hours' work)," says Larry Hummel, co-head of the animation voiceover department at International Creative Management. "But with celebrity talent, we're now dealing with six-figure paydays and points on the back end—similar to a movie deal."

There are two ways to use Hollywood celebrities in videogames: Of course, there are Hollywood-licensed movies and TV series, which require separate deals for the stars' likenesses and voices on top of the actual movie or TV rights (*The Return of the King, Alias, Futurama, The Simpsons: Hit and Run*). Alternatively, more and more original properties are casting voices, likenesses, or both (*True Crime, Grand Theft Auto: Vice City, Call of Duty, XIII*).

Then there's *James Bond: Everything or Nothing,* which features Pierce Brosnan, John Cleese, Shannon Elizabeth, Heidi Klum, an original script by Bruce Feirstein (who's penned several *Bond* movies), an original score by Sean Callery (composer for *24*), and a new *Bond* theme song by Mya.

"Actors do seek out EA because of our hit franchises," boasts Nick Earl, vice president and general manager of EA Redwood Shores Studios. "But we cast games just like a movie, seeking to put the best actors in the appropriate roles."

More games like *James Bond* will follow this trend in the near future, thanks to the ability of developers to faithfully replicate actors' likenesses.

"I think there's probably nothing better than having a virtual character," says Jennifer Garner, who provided the voice and likeness for the virtual Sydney Bristow in *Alias*. "She doesn't seem to gain weight, she doesn't seem to need a lot of sleep—she seems to be ready to go at any time."

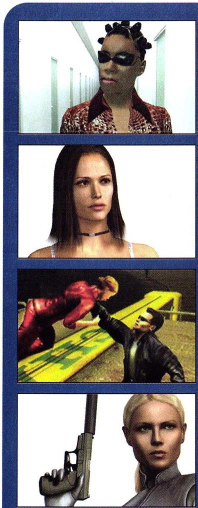
Other stars, like Gary Oldman, who voiced two characters in *True Crime*, delved into games to impress their kids. The same is true for Christian Slater, who's starring as Edward Carnby in 2004's *Alone in the Dark* movie and as a virtual Carnby in Atari's accompanying game. "As an actor, games are a new venue of creative expression," explains Slater, a big gamer himself. "It'd be fun for my 4-year-old son to move Dad around the TV screen."But even the busiest voice actors, like Clancy Brown (HBO's *Carnivale!*), who's done about a dozen games, don't make a living off videogame work.

"I doubt one could support one's self solely from game voiceovers," says Brown, who most recently worked on *Crash Nitro Kart*. "Actors like to act. I do these games for fun and a little money. If I can squeeze in a game here or there, then good for me."

Other actors, like *Scooby-Doo: Monsters Unleashed* star Matthew Lillard, who provided voiceover commentary for EA's *Sled Storm*, do it for the "lifetime of free EA games, which was written in my contract."

As videogames continue to gain acceptance in the mainstream, game companies find themselves competing against the entire entertainment industry (not just other game studios) for your valued cash. With the next generation of game machines right around the corner, this is just the tip of the iceberg.

But despite all the glitz and glamour of Hollywood's A-listers, one thing remains the same. Perhaps Larry Shapiro, agent at Creative Artists Agency, puts it best: "Gameplay will always be paramount to successful games."



Virtual Stars

Hey, is that a celebrity in my game? From the top, Jada Pinkett Smith as Niobe in *Enter the Matrix*, Jennifer Garner as Sydney Bristow in *Alias*, Arnold Schwarzenegger as the Terminator in *T3: Rise of the Machines*, and Heidi Klum as Katya Nadanova in *James Bond: Everything or Nothing*.

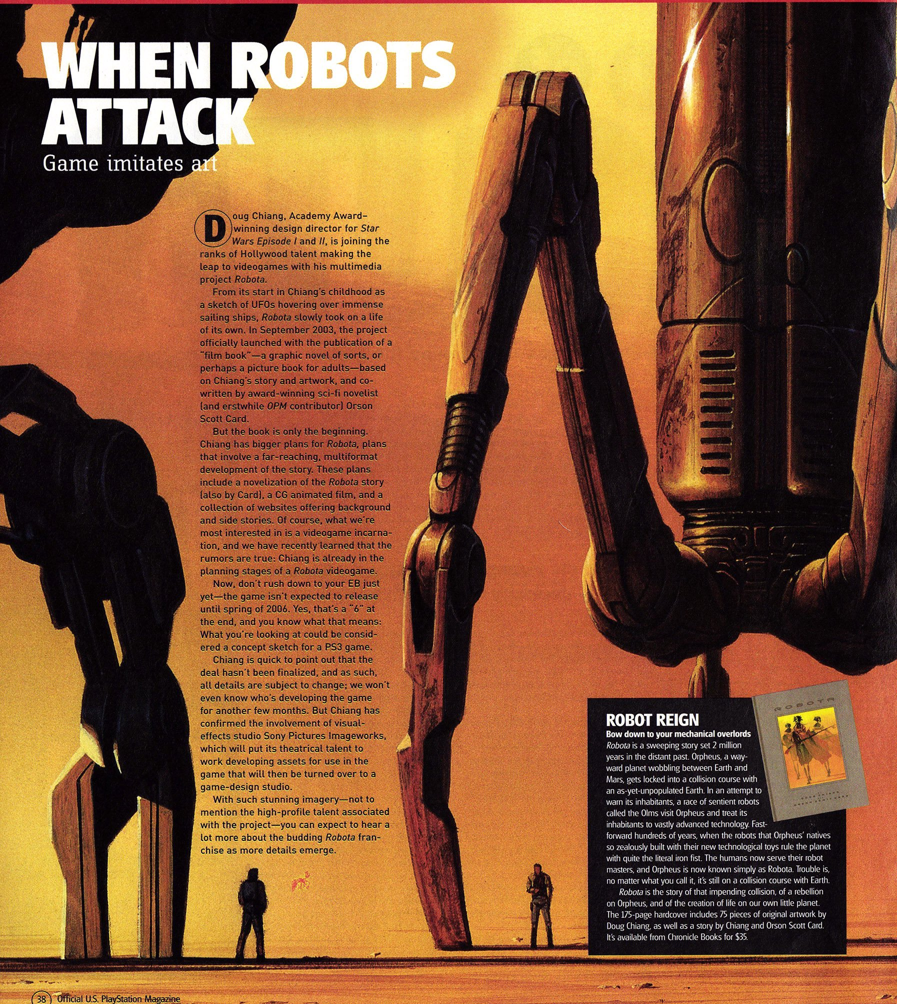
Illustration by Pablo

PLAYTIME

Among his many roles in film and television, Doug Chiang worked as a stop-motion animator for *Pee-Wee's Playhouse*.

WHEN ROBOTS ATTACK

Game imitates art



Doug Chiang, Academy Award–winning design director for *Star Wars Episode I* and *II*, is joining the ranks of Hollywood talent making the leap to videogames with his multimedia project *Robota*.

From its start in Chiang's childhood as a sketch of UFOs hovering over immense sailing ships, *Robota* slowly took on a life of its own. In September 2003, the project officially launched with the publication of a "film book"—a graphic novel of sorts, or perhaps a picture book for adults—based on Chiang's story and artwork, and co-written by award-winning sci-fi novelist (and erstwhile *OPM* contributor) Orson Scott Card.

But the book is only the beginning. Chiang has bigger plans for *Robota*, plans that involve a far-reaching, multiformat development of the story. These plans include a novelization of the *Robota* story (also by Card), a CG animated film, and a collection of websites offering background and side stories. Of course, what we're most interested in is a videogame incarnation, and we have recently learned that the rumors are true: Chiang is already in the planning stages of a *Robota* videogame.

Now, don't rush down to your EB just yet—the game isn't expected to release until spring of 2006. Yes, that's a "6" at the end, and you know what that means: What you're looking at could be considered a concept sketch for a PS3 game.

Chiang is quick to point out that the deal hasn't been finalized, and as such, all details are subject to change; we won't even know who's developing the game for another few months. But Chiang has confirmed the involvement of visual-effects studio Sony Pictures Imageworks, which will put its theatrical talent to work developing assets for use in the game that will then be turned over to a game-design studio.

With such stunning imagery—not to mention the high-profile talent associated with the project—you can expect to hear a lot more about the budding *Robota* franchise as more details emerge.

ROBOT REIGN

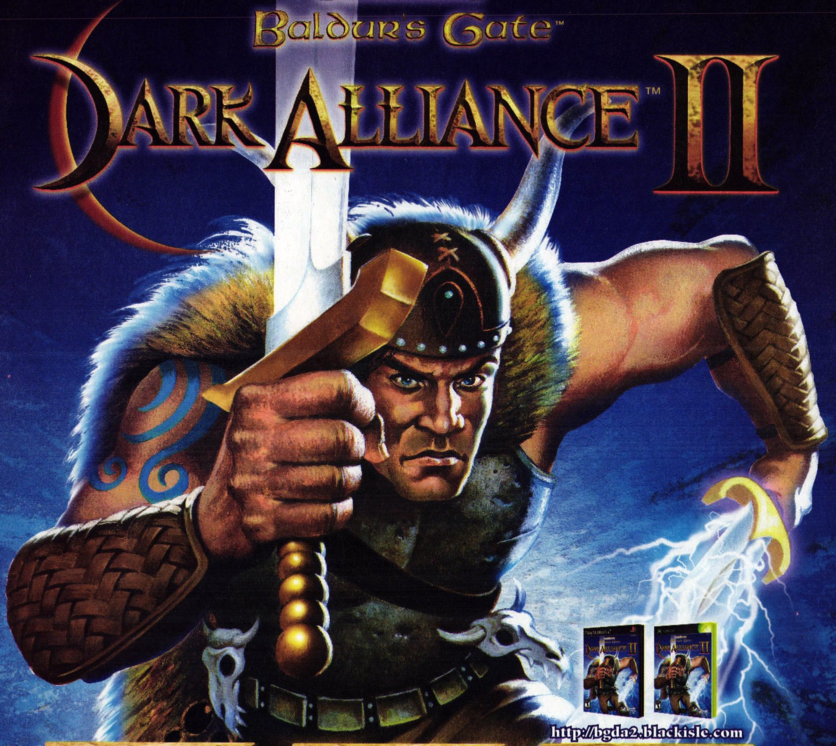
Bow down to your mechanical overlords

Robota is a sweeping story set 2 million years in the distant past. Orpheus, a wayward planet wobbling between Earth and Mars, gets locked into a collision course with an as-yet-unpopulated Earth. In an attempt to warn its inhabitants, a race of sentient robots called the Olms visit Orpheus and treat its inhabitants to vastly advanced technology. Fast-forward hundreds of years, when the robots that Orpheus' natives so zealously built with their new technological toys rule the planet with quite the literal iron fist. The humans now serve their robot masters, and Orpheus is now known simply as Robota. Trouble is, no matter what you call it, it's still on a collision course with Earth.

Robota is the story of that impending collision, of a rebellion on Orpheus, and of the creation of life on our own little planet. The 175-page hardcover includes 75 pieces of original artwork by Doug Chiang, as well as a story by Chiang and Orson Scott Card. It's available from Chronicle Books for $35.

Forgotten Realms

Baldur's Gate™ Dark Alliance™ II



http://bgda2.blackisle.com

Over 40 new levels of addictive combat

Five new customizable heroes

Vicious monsters, unrivaled graphics and explosive spells

TEEN
T
CONTENT RATED BY ESRB

Blood
Use of Alcohol
Violence

Interplay

Vivendi Universal games

Licensed by:
Hasbro
Consumer Products

Black Isle Studios

XBOX

PlayStation 2

Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms Logo, Dungeons & Dragons, the Dungeons & Dragons logo, and Wizards of the Coast and its logo are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries, and are used with permission. ©2003 Wizards. HASBRO and its logo are trademarks of Hasbro and are used with permission. Software ©2003 Interplay Entertainment Corp. and used with permission under license from Atari, Inc. All rights reserved. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. The Vivendi Universal Games logo is a trademark of Vivendi Universal Games, Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.

Diamonds are a girl's best friend.

$11 mil. The cost of the Fantasy Bra and Panty set that Heidi Klum is modeling for us in the picture below.

KILLER BOD

Supermodel Heidi Klum embraces evil in Everything or Nothing

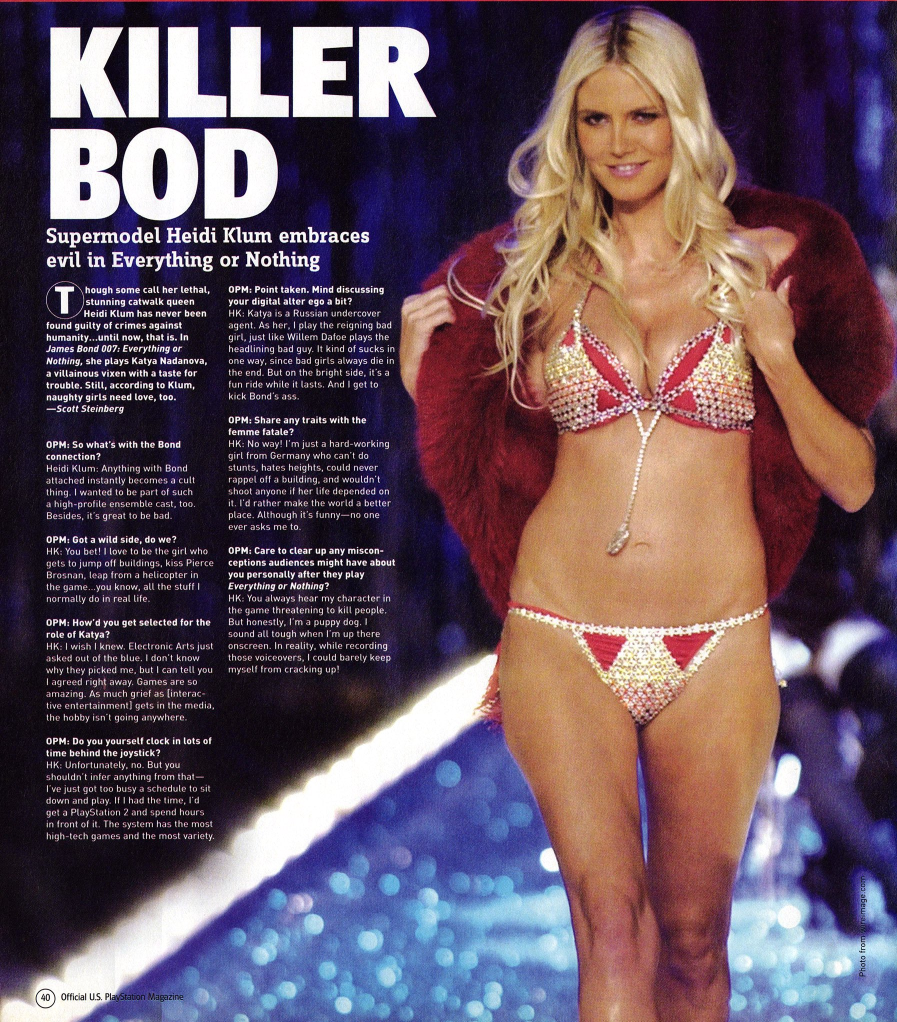


Photo from wireimage.com

Though some call her lethal, stunning catwalk queen Heidi Klum has never been found guilty of crimes against humanity...until now, that is. In *James Bond 007: Everything or Nothing*, she plays Katya Nadanova, a villainous vixen with a taste for trouble. Still, according to Klum, naughty girls need love, too.
—Scott Steinberg

OPM: So what's with the Bond connection?
Heidi Klum: Anything with Bond attached instantly becomes a cult thing. I wanted to be part of such a high-profile ensemble cast, too. Besides, it's great to be bad.

OPM: Got a wild side, do we?
HK: You bet! I love to be the girl who gets to jump off buildings, kiss Pierce Brosnan, leap from a helicopter in the game...you know, all the stuff I normally do in real life.

OPM: How'd you get selected for the role of Katya?
HK: I wish I knew. Electronic Arts just asked out of the blue. I don't know why they picked me, but I can tell you I agreed right away. Games are so amazing. As much grief as [interactive entertainment] gets in the media, the hobby isn't going anywhere.

OPM: Do you yourself clock in lots of time behind the joystick?
HK: Unfortunately, no. But you shouldn't infer anything from that—I've just got too busy a schedule to sit down and play. If I had the time, I'd get a PlayStation 2 and spend hours in front of it. The system has the most high-tech games and the most variety.

OPM: Point taken. Mind discussing your digital alter ego a bit?
HK: Katya is a Russian undercover agent. As her, I play the reigning bad girl, just like Willem Dafoe plays the headlining bad guy. It kind of sucks in one way, since bad girls always die in the end. But on the bright side, it's a fun ride while it lasts. And I get to kick Bond's ass.

OPM: Share any traits with the femme fatale?
HK: No way! I'm just a hard-working girl from Germany who can't do stunts, hates heights, could never rappel off a building, and wouldn't shoot anyone if her life depended on it. I'd rather make the world a better place. Although it's funny—no one ever asks me to.

OPM: Care to clear up any misconceptions audiences might have about you personally after they play *Everything or Nothing*?
HK: You always hear my character in the game threatening to kill people. But honestly, I'm a puppy dog. I sound all tough when I'm up there onscreen. In reality, while recording those voiceovers, I could barely keep myself from cracking up!

"THE BEST SOCCER GAME EVER MADE."

— OFFICIAL PLAYSTATION MAGAZINE —

"The best soccer game on PS2 hands-down." - *IGN*

"Konami is back with the best boot on the virtual pitch." - *Game Informer*

OFFICIAL GOODS
© 1996 J F A
All Rights Reserved By JFA

JFA.MAX

MORE TEAMS. MORE STADIUMS. MORE STRATEGIC OPTIONS.
AND THE MOST REALISTIC GAME ENGINE EVER. WINNING ELEVEN 7.
THE BEST GAME IN THE WORLD ABOUT THE BEST GAME IN THE WORLD.

WORLD SOCCER
Winning Eleven 7
INTERNATIONAL™

EVERYONE
E
Visit www.esrb.org for more ratings information.
ESRB CONTENT RATING www.esrb.org

PlayStation®2

KONAMI
www.konami.com/usa

©1996 JAPAN FOOTBALL ASSOCIATION ©2002 JFA.MAX

©2004 KONAMI & Konami Computer Entertainment Tokyo. "KONAMI" is a registered trademark of KONAMI CORPORATION. "World Soccer Winning Eleven 7 International" is a trademark of KONAMI CORPORATION. adidas, the adidas logo and the 3-Stripe trade mark are registered trade marks of the adidas-Salomon group, used with permission. The use of real player names and likenesses is authorised by FIFPro and its member associations. ©2001 KFA. Officially Licensed by Korea Football Association. Special thanks to Fortuna, MUKTA, SEJIN, Denis for Korea National Team data. Milan's trademarks, name and logo appear under license from Milan A.C. S.p.A. Official product manufactured and distributed by KONAMI under licence granted by Roma International Football Service S.r.l. Produced under the license from Lazio Societa Sportiva S.p.A. Parma and Parma Logo are trademarks of Parma Associazione Calcio S.p.A. Official Juventus Product. JUVENTUS and the JUVENTUS logo are registered trademarks owned by Juventus F.C. S.p.A. © 1993/all rights reserved Stichting Feyenoord, Rotterdam. Licensed by: Stichting Feyenoord, Rotterdam."PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

READING IS FUN-DAMENTAL!
Unlike *Splinter Cell, Rainbow Six* was an actual book by Tom Clancy, and it details the creation and first mission of Team Rainbow.

TASTE THE RAINBOW

PS2 gamers get to patriotically fight terror come spring

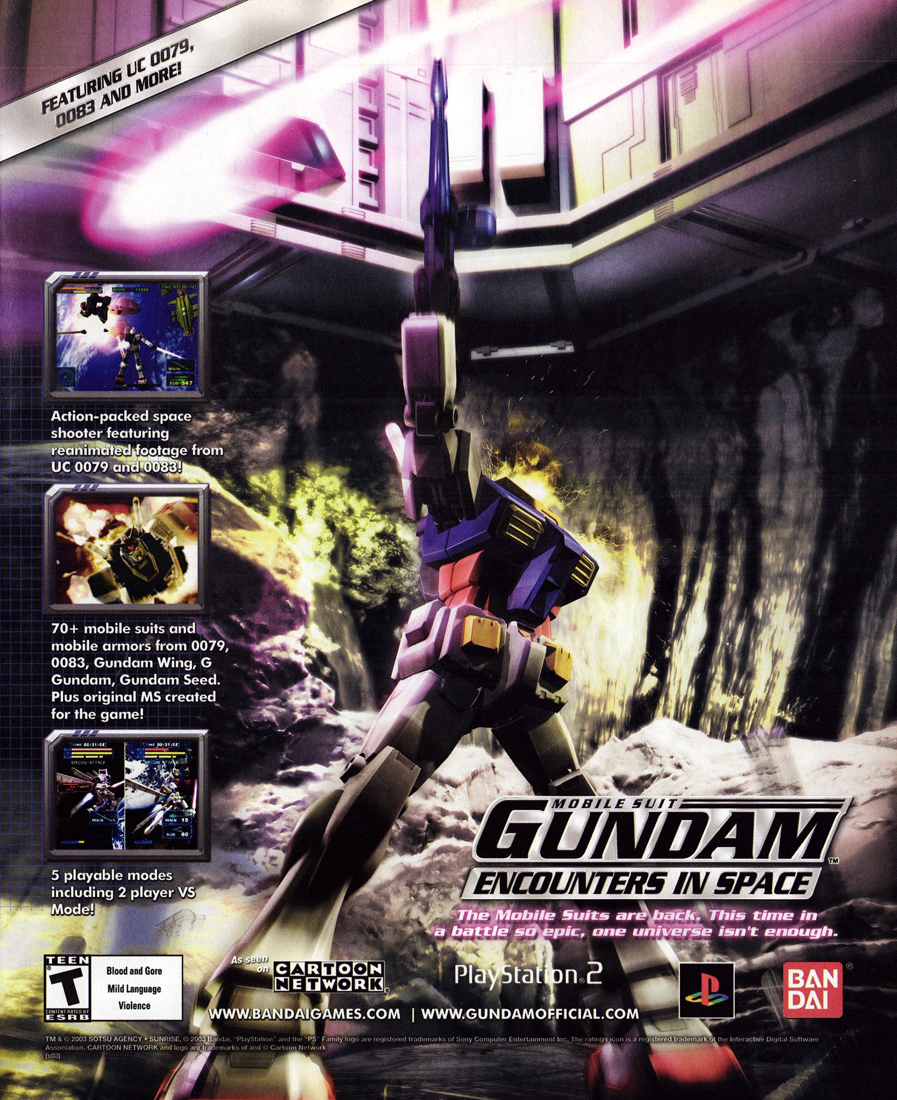
If you were jealous of those Xbox kids playing the slick, streamlined *Rainbow Six 3*, well, just wait until this spring and then you can play it on your PS2. Ubisoft Shanghai, the same talented team that brought *Splinter Cell* over to the PS2, is now working on porting *Rainbow Six 3*.

The basic premise: Rainbow is an international team of counterterrorists who right wrongs worldwide. You play Ding Chavez and command three other agents while viewing the action in the first person. What makes controlling your team so easy is the voice recognition system employed: You can say specific commands like "breach and clear" or simply the catch-all "go go go," which, depending on what your reticle is focused on, will issue an appropriate command to your team. Fortunately, those of you without headsets aren't left out of the fun, as you can also issue commands using the joypad. You vocally work your way through 15 missions, sporting more than 30 different guns and 10 neato gadgets.

One of the unique features for the PS2 version will be a split-screen co-op mode. You and a buddy can now go through the campaign together, breaching doors left and right. Sadly, there won't be an online co-op mode, but the team felt that co-op is usually better in person. Online play will be either survival (last man standing rules) or sharpshooter (your basic deathmatch). The PS2 version will also feature some unique maps and missions—like a level set in Trieste, Italy.

Since Ubisoft Shanghai is doing the port, this version looks just as good as the Xbox game that was such a success before the holidays—complete with *Splinter Cell* lighting and all. It's about time we got another awesome tactical shooter besides *SOCOM II*.

RAINBOW
DING CHAVEZ
M4 (5.56MM)
018
x12
COVERING
PRICE
LOISELLE
WEBER


FEATURING UC 0079, 0083 AND MORE!

Action-packed space shooter featuring reanimated footage from UC 0079 and 0083!

70+ mobile suits and mobile armors from 0079, 0083, Gundam Wing, G Gundam, Gundam Seed. Plus original MS created for the game!

5 playable modes including 2 player VS Mode!

MOBILE SUIT GUNDAM™
ENCOUNTERS IN SPACE

The Mobile Suits are back. This time in a battle so epic, one universe isn't enough.

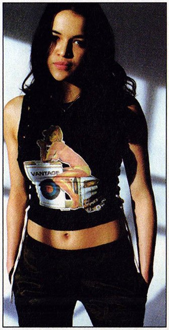
TEEN
T
CONTENT RATED BY ESRB
Blood and Gore
Mild Language
Violence
As seen on CARTOON NETWORK
PlayStation®2
BANDAI®

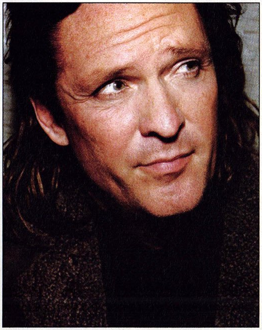
WWW.BANDAIGAMES.COM | WWW.GUNDAMOFFICIAL.COM

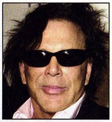
TM & © 2003 SOTSU AGENCY • SUNRISE, © 2003 Bandai. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. CARTOON NETWORK and logo are trademarks of and © Cartoon Network
(s03)

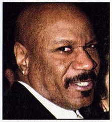
THE WORLD'S MOST ELITE COMMANDO UNIT IS LEAVING THE JUNGLE.
ONLY TO ENTER ANOTHER ONE.
SOCOM II
U.S. NAVY SEALS

37 The number of missions you have to complete in *Driv3r* to get through the entire game.









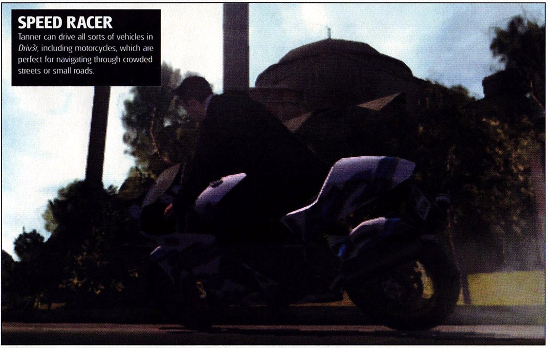
STOP FIGHTING Rodriguez and Rhames both starred in boxing-related movies, but Rourke actually became a professional boxer in 1991.

DRIV3R GO3S TO HOLLYWOOD

An all-star cast signs on for the third game in the Driver series

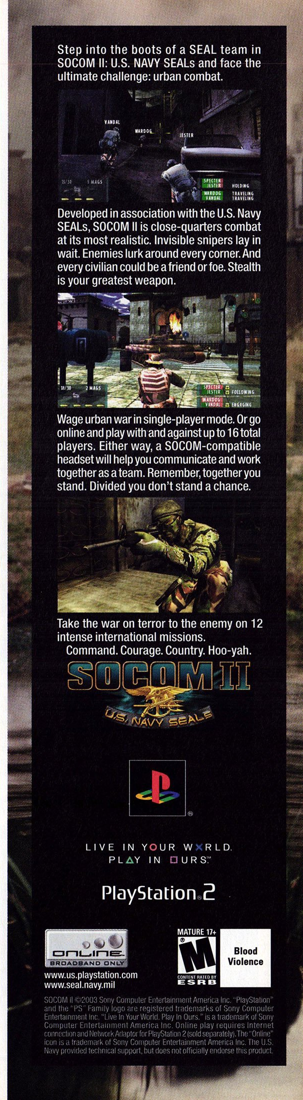
Atari's pulling out all the stops for *Driv3r* (what's with that name?), the latest game in the *Driver* series, which features the return of Tanner. Playing the role of the feisty undercover cop is Michael Madsen, who starred in *Kill Bill* and *Reservoir Dogs.* Madsen's also provided voice work for a number of games, including *Grand Theft Auto III.* Ving Rhames, who reprised his role from *Mission Impossible* in Atari's *Mission Impossible: Operation Surma,* is playing Tanner's partner, Tobias Jones. He and Tanner travel to Miami, Nice, and Istanbul to stop an international car-theft ring and blow stuff up.

Joining Madsen and Rhames is industry veteran Mickey Rourke, whom you might remember from *The Thin Red Line* and *Once Upon a Time in Mexico.* Rourke will be lending his talent to the part of Jericho, the main villain and leader of the crime organization in *Driv3r.* Michelle Rodriguez, best known for her role in *The Fast and the Furious,* plays the leader of the Miami branch of the gang. *Driv3r* is on track for release in March.



SPEED RACER Tanner can drive all sorts of vehicles in *Driv3r*, including motorcycles, which are perfect for navigating through crowded streets or small roads.

Madsen, Rodriguez photos/Corbis; Rourke, Rhames photos/wireimage.com



Step into the boots of a SEAL team in SOCOM II: U.S. NAVY SEALs and face the ultimate challenge: urban combat.

Developed in association with the U.S. Navy SEALs, SOCOM II is close-quarters combat at its most realistic. Invisible snipers lay in wait. Enemies lurk around every corner. And every civilian could be a friend or foe. Stealth is your greatest weapon.

Wage urban war in single-player mode. Or go online and play with and against up to 16 total players. Either way, a SOCOM-compatible headset will help you communicate and work together as a team. Remember, together you stand. Divided you don't stand a chance.

Take the war on terror to the enemy on 12 intense international missions.

Command. Courage. Country. Hoo-yah.

SOCOM II U.S. NAVY SEALS

LIVE IN YOUR WORLD.
PLAY IN OURS.™

PlayStation®2

ONLINE BROADBAND ONLY

www.us.playstation.com
www.seal.navy.mil

MATURE 17+ M CONTENT RATED BY ESRB

Blood Violence

SOCOM II ©2003 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. "Live In Your World. Play In Ours." is a trademark of Sony Computer Entertainment America Inc. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). The "Online" icon is a trademark of Sony Computer Entertainment America Inc. The U.S. Navy provided technical support, but does not officially endorse this product.

GET AWAY FROM IT ALL

Visit The Sands of Time Motor Inn & Harbor House in Woods Hole, MA! Features air conditioning, color TV, and full bath!

PRINCE CHARMING

Seven things you didn't know about The Sands of Time

1. THAT'S REAL WRITING ON THOSE SWORDS

Those aren't just pretty designs on the flats of the Prince's blades. Each sword has a name, written on its side in Arabic. Jordan Mechner, series creator and consultant on *The Sands of Time*, tells us, "There were many multicultural influences throughout the Persian empire in the ninth century, so this seemed a plausible choice (at least, as plausible as having magic swords in the first place)." The names of the swords, in order, are The Sword of the Mighty Warrior, The Sword of the Avenging Warrior, and The Sword of the Enlightened Warrior. Wondering why a reader wrote in last month, claiming it said "A Strong Knight Before Me"? Apparently the Arabic word "saif" ("sword") looks very similar to "sabak," ("before," or "superior to").

2. FARAH'S CRAZY

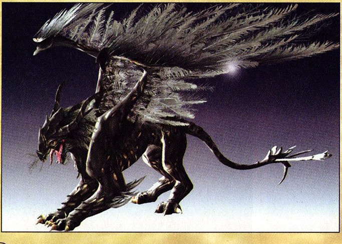
The gobbledygook "magic" word she tries to sell the Prince on is just that, gobbledygook: "The magic word 'Kakolookiyam,'" says Mechner, "is Sanskrit for ancient wisdom, or something like that. Its origins are lost in the mists of time, probably sometime around the end of 2002 just before we had to lock the script for the actors to record the game dialogue." In case you didn't catch that, that means they made it up.

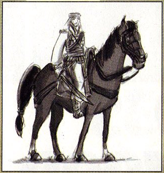
3. THE MAGIC FOUNTAINS AREN'T QUITE ALL THERE, EITHER

If you've visited the fountains, you may have noticed that the entrances to the rope-bridge areas always seem to disappear once you come out. And you no doubt noticed the similarities between those areas and the steamy pool encounter near the end of the game. We ask about the relationship between the two, but Mechner is characteristically coy. "The magic fountains," he says, "and the strange things the Prince experiences after he is sealed in the tomb with Farah occur in that hazy borderland between dreams and waking life. This happens to us all now and then...but maybe in the palace of Azad, it happens a little bit more often."

4. THE PRINCE IS RELATED TO SAM FISHER

The *Prince of Persia* team and the *Splinter Cell* team were designing their games at the same time, and traded many ideas back and forth. "For example," Mechner says, "*Prince of Persia* used the *Splinter Cell* physics for curtains and draperies...which in turn were based on a rope constraint system originally developed for *Prince of Persia*." That's why both games have such neat-looking curtains.





5. THE PRINCE ONCE KNEW HOW TO RIDE

At one point the *Prince of Persia* team considered having segments of the game take place on horseback. This was eventually ruled out as being too difficult to implement well in the time alloted for the game's completion. They decided, instead, to focus on perfecting the Prince's movement on the ground. (We think they did a pretty good job.)

6. THE DESIGNERS REALLY LIKE SUBTLE DETAILS

In our cover story a few months back, we pointed out that if you roll the Prince around in a dusty area, his clothes will get dirty...and if you let him wait a bit, he'll clean himself off. But did you notice that all of the Prince's idle animations change over the course of the game? This just another subtle way of illustrating the Prince's evolution as a character.

7. THE GAME ORIGINALLY HAD MORE BOSS BATTLES

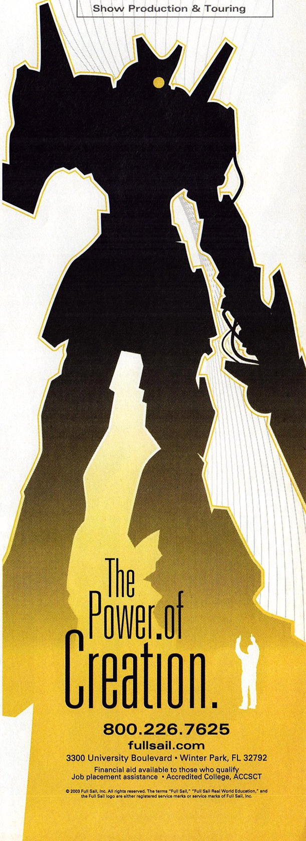
The Sands of Time was a very ambitious project, so ambitious that several segments had to be cut from the final game in order to meet the projected release date. One of the biggest elements that got cut was a series of battles with a Sand Gryphon (left), a fierce creature that the Prince was slated to fight three times before finally defeating it at the end of the game. Who knows, maybe we'll see this creature in a sequel.

92.8% Average rating of *The Sands of Time* across PS2, Xbox, GameCube, and PC.

FULL SAIL
Real World Education

school of

- Computer Animation
- Digital Media
- Film
- Game Design & Development
- Recording Arts
- Show Production & Touring



The Power of Creation.

800.226.7625
fullsail.com
3300 University Boulevard • Winter Park, FL 32792
Financial aid available to those who qualify
Job placement assistance • Accredited College, ACCSCT

© 2003 Full Sail, Inc. All rights reserved. The terms "Full Sail," "Full Sail Real World Education," and the Full Sail logo are either registered service marks or service marks of Full Sail, Inc.

APPLE][
The system on which *Karateka* debuted

SULTAN

Jordan Mechner
Developer
Career highlights: *Karateka*, *Prince of Persia* series, *The Last Express*

After developing *Karateka* in his last year at Yale in 1985, Jordan Mechner went on to create the beloved *Prince of Persia* franchise, for which he is best known. Mechner was involved with *Prince of Persia: The Sands of Time*'s development, and we asked him a few questions, making him reflect on both his involvement with *TSOT* and the challenge of writing for games in general.

OPM: How did you get involved with *TSOT*, and what was your role?
JM: Ubisoft approached me in 2001 with the intention of doing a new *POP* game for next-gen consoles. Producer Yannis Mallat invited me to Montreal to see the demo the team had done, showing the kind of gameplay they had in mind. I was blown away and knew right away this was a project I wanted to be part of.

I started out as just a creative consultant. My role expanded as the project developed, ultimately to a degree far beyond what was originally envisioned. My involvement [and frequent-flyer mileage] kept increasing until it just got too inconvenient for me not to be there full-time. So I moved my wife and kids up from L.A. to Montreal for the last four months of the project. From that point, my involvement was total, like everyone else on the team.

OPM: What were you doing before?
JM: Writing movies. I just directed a documentary, *Chavez Ravine: A Los Angeles Story*, about the Mexican-American neighborhood that was razed to build Dodger Stadium.

OPM: So, how does writing for film compare to writing for a game?
JM: What's common to both media is the need to create believable imaginary worlds that will draw an audience in and make them care [about] what happens next. The difference is that in a movie, the story is the most important thing. In a game, it's the player's actions that count—the story is just a supporting element.

As a game writer, you need to discipline yourself and not get seduced into inventing a complex plot with a huge cast of characters and long cutscenes that will just sit alongside the gameplay instead of supporting it.

OPM: How did you handle the writing specifically for *TSOT*?
JM: Well, *TSOT* is an action-adventure emphasizing acrobatic exploration and combat. Much of the time, you're accompanied by a female sidekick, so the primary function of the dialogue is to bring that relationship to life. It would feel unnatural for two people who supposedly care about each other to fight hordes of enemies in total silence, without ever shouting so much as a "Look out!"

For me, the challenge with *TSOT* was to build a world that's a gigantic playground—where every wall and column offers potential for the Prince's acrobatic moves—and also a realistic environment whose every feature, magical and otherwise, is justified by the story.

OPM: One could see the influence of old movies like *Thief of Baghdad* in earlier *POP* games. From where did you pull influences for *TSOT*?
JM: Definitely, the team was inspired by recent movies like *Crouching Tiger, Hidden Dragon* and *The Matrix*, which explode the boundaries of realistic physical action yet still suspend your disbelief. It also draws a lot from *Raiders of the Lost Ark*, even more than the original *POP* did. To me, *Raiders* is the touchstone against which all action-adventure movies are measured. As far as videogames, *Ico* and *Metroid* were both big influences in different ways. Then there are the classics: the *1001 Nights* tales, the *Shah-Nemeh* or *Persian Book of Kings*, and Greek mythology. When you steal, steal from the best.

OPM: What advice would you give budding game designers?
JM: Do what excites you. Don't do something just because you think it's what publishers want or the market wants. Most important, choose jobs based on the people you'll be working with, rather than salary or job title. Those things are temporary, but the working relationships you form will last you a lifetime.

OPM: If you weren't making games, what would you be doing instead?
JM: Probably sipping daiquiris on a beach somewhere.

NEVER UNDERESTIMATE THE POWER OF A CAREFULLY CALCULATED ASS-KICKING

WRATH UNLEASHED™

Be warned - this is not a mere battle of brawn. In this world, war must be waged with a wary hand. Journey from land to land, battle to battle as you deftly command your army of demons, centaurs and dragons. Exploit their strengths. Mind their weaknesses. Slash, claw and slay your way to power - and if you must, unleash your wrath. Cast magic spells. Pit darkness against light. Bend fire, wind and water to your will. And ultimately dominate the world.

TEEN
T
Fantasy Violence
ESRB CONTENT RATING www.esrb.org

THE COLLECTIVE

XBOX

PlayStation®2

LUCAS Arts

wrathunleashed.com

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2004 Lucasfilm Entertainment Company Ltd. & ® or TM as indicated. All rights reserved. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and / or in other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

2006 The year in which the official switch to a DTV standard is supposed to happen. When will it realistically happen for HDTV? Your guess is as good as ours.

the game pad

By Darren Gladstone

Adventures in HD

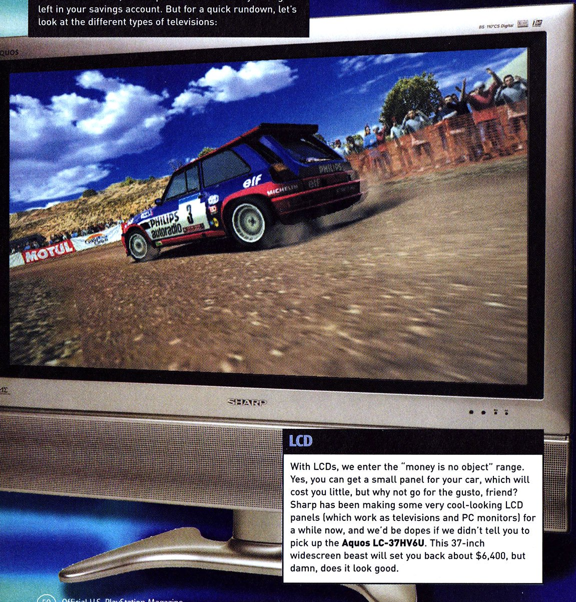
Poor bastards, that's what we are. It becomes even more painfully obvious every time we head to the video section of the electronics store. The tasty televisions lined up against the far wall taunt us with gorgeous good looks and crisp HD pictures. And, like the gold diggers they are, these televisions will take you for everything you're worth. If you're ready to pay for these high-maintenance HD sets till it hurts, then welcome to the quickly growing club. This month we'll look a little more closely at the HDTV craze and what it means to you, your wallet, and the games you want to play.

TV: THE NEXT GENERATION

In the last column, we said, "A good HD set will shine a too-bright spotlight on a crappy picture...your eyes will start bleeding from all the imperfections." In short, HDTV is a gateway drug for home-theater use. Once you spend a lot of money on a good set, you'll be chasing after the perfect picture. This means buying component-video cables (which are rarely included in the box), investing in an HD decoder (they are only starting to be incorporated into sets), and looking for any and all shows broadcast in HD (not many good ones are yet, but they should be within the next few years). These are

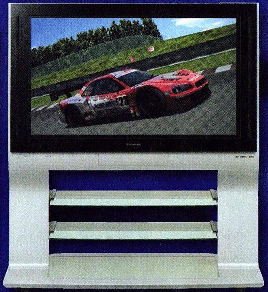
GAMERS' CHOICE TVs

With all the different types of HDTVs out there, which ones are the best? Well, that depends on how much you've got left in your savings account. But for a quick rundown, let's look at the different types of televisions:



LCD

With LCDs, we enter the "money is no object" range. Yes, you can get a small panel for your car, which will cost you little, but why not go for the gusto, friend? Sharp has been making some very cool-looking LCD panels (which work as televisions and PC monitors) for a while now, and we'd be dopes if we didn't tell you to pick up the **Aquos LC-37HV6U**. This 37-inch widescreen beast will set you back about $6,400, but damn, does it look good.



Plasma

We can't remember the last time we spent close to $8,000 on a 50-inch television, and we doubt you can either. Prices for plasma sets are dropping, but still, when you've got to choose between a used car and an HDTV, something is wrong. If you have more cash than you know what to do with, go right ahead, but consider this the worst option. While a good LCD panel can last as long as 20 years, the life span of a plasma television is roughly six to eight years, which means you'll be losing your investment after a couple thousand hours of use.

That said, a "modest" 42-inch set can fit the bill here, and we've got two choices from Panasonic. The **TH-42PX20U** ($6,500) widescreen set has just about all the bells and whistles, including a built-in NTSC tuner. But those in need of a deal should try to hunt down last year's model, the **PT-42PD3-P**. Like the new version, this set also looks great whether it's turned on or off. The big difference: You can find it (if you can actually find it, that is) for as low as $3,600.

SEND US YOUR QUESTIONS!

E-mail our resident expert at darren_gladstone@ziffdavis.com, and we'll answer all your questions in an upcoming issue.

legit concerns for people who actually plan on watching television. As PS2 owners, though, we care about only one thing—the games.

HD SURVIVAL TIPS FOR GAMING

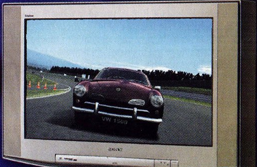
The most obvious first step: You absolutely need to get your hands on some high-end A/V cables. The S-Video cable will give you a better picture for just about any set, but for all you sophisticates out there, grab component cables, stat! Need a quick debriefing on what the hell the cables are all about? Check below. All you need to know is that Radio Shack sells knockoff brands for cheap, Sony's cables sell for about 20 bucks each, and Monster Cable sells some high-end shwag that costs more than a game. Which one is worth your money? Our advice is to play it safe with Sony. We've run into problems with some cheap third-party adapters, and unless you're a total hi-fi nerd, you probably don't need to drop upward of $60 for 10 feet of wire.

While on the topic of connectors and cables, you need to make sure your television of choice has the right inputs to keep you connected. Having side and front A/V inputs is handy for quick connecting and disconnecting, but you also need the right hookups in back. You want at least two component connections on the back of your television. One claim is already staked for your PS2, but you also need room to hook up your HD decoder, DVD player, or both!

There's another potential snag: We're seeing televisions that have two or three component-video connections, but one of them is analog (this means no HD-quality progressive scan for one of your sources). So keep a sharp lookout when you're at the store: Always get a firsthand look at all the inputs on the set. After all, you're the one who's gonna have to hook up that sucker later at home.

To perfect that picture, you're going to need to do some fine tuning on your own. Sure, you can fiddle with color contrast, brightness, and hues all day—but do you really want to? (Seriously, do you want to? We can cover that topic in another issue.) Thankfully, most good televisions come with presets for the terminally lazy. Generally speaking, we've found that settings such as Multimedia, Game, Vivid, Sports, and Weak Signal often sharpen the picture and make *Soul Calibur II* look great.

The last, but certainly the most important, tip we'll keep banging into your heads every damn month is to try to avoid burn-in. Any game that has a constant, stationary, and very bright image can permanently screw with your set. That is, if something has health meters, ammo gauges, or scores constantly posted onscreen, say goodbye to your plasma or CRT-based rear-projection television right now. One way to minimize damage is to keep the brightness well below the 50 percent mark on your set; however, you should seriously consider using something else for gaming.



Direct-View HDTV

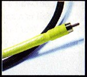
These flat-tube sets can range from relatively cheap and average-sized (Samsung has a 27-inch television for around $700) to upward of 40 inches, which will cost a whole lot more than one month's rent. We gave a shoutout last month to Sony's **KV-34HS510** ($2,000) and continue to give props to this truly slick little set. Wait, did we say "little"? With a widescreen tube and a sharp picture, you'll be in the zone for games *and* movies.

Rear Projection

OK, you've already been debriefed about the hazards you may run into on a rear-projection set. Despite the warning, Hitachi's 57-inch **57S500** looks mighty nice. There are plenty of inputs, it's got outstanding picture quality, and most importantly, it's a pretty impressive deal for what you're spending—we've seen it going for less than 2,400 clams.

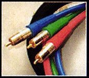
ACT LIKE YA KNOW

- **480p, 480i, 720p, 1080i** Let's cut to the chase: The "i" stands for interlaced, a standard analog signal (all TV sets can handle 480i). The "p" stands for progressive, and that's basically what you're going to see on HDTVs. The number lets you know the screen resolution. Make sure a TV set is capable of the resolutions you want before you plunk down your money.



- **Composite Video** That boring ol' yellow cable. The standard video cable that dates back to the beginning of color television gives you a basic picture, but there's nothin' HD here, friend.

- **S-Video** Invented in the 1980s, this barrel-shaped plug solved some problems. And it gives you a better picture. However, it still doesn't stack up to component video.



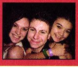
- **Component Video** The best way to get the best picture is to separate the colors. Three RCA jacks—usually colored red, blue, and green—will give you the sharpest picture possible for your PS2. Cost-saving tip of the day: If you don't want to go out and buy specific component-video wires, any RCA cables will do. We've got a pile of cords in the office, and they all work just fine.

thanks! 25th
KOEI's 25th Anniversary
KOEI
www.koei.com
HATTORI HANZO
Commander of the Iga Ninja.
Lethal spy and a guardian of the...
SAMURAI WARRIORS™
戦国無双
FROM THE CREATORS OF KESSEN™ AND DYNASTY WARRIORS®
MARCH 2004
PlayStation®2

Samurai Warriors, Kessen, Dynasty Warriors, and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2004 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

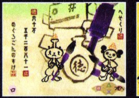
Look, sir—droids!

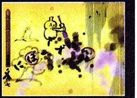
SEAT FILLIN' No awards show is complete without seatfillers to sit in unoccupied chairs. Our favorites at the VGAs were Jamie, Chase, and Tommie, respectively.



No ID, No Service
From Wal-Mart to EB, nearly every major retailer plans to adopt a carding system that works in conjunction with ESRB ratings. No more selling M-rated games to the kiddies.

ONLY IN JAPAN





MOJIBRIBON

There's no point mincing words here: *Mojibribon* is an exceedingly odd game. This shouldn't come as a huge surprise given developer Nana On-Sha's previous titles (see below), but even compared to them, *Mojibribon* manages to break the mold.

The game begins with Mojibri's quest to be cool by rapping cool. This would sound vaguely normal if not for the fact that Mojibri is a calligraphy-brush-carrying inky rabbit living in an inky world, who raps by drawing Japanese characters on a big piece of paper. As ridiculous as that premise is, it certainly gives the game a distinct look—and it looks even better in motion, as ink blots fly off Mojibri's pen and splatter onto the paper. *Mojibribon* also dynamically creates songs for you, and it's fun to trade raps through the hard drive and Network Adaptor.

What isn't entirely fun is the game itself—it's incredibly mystifying to those not fluent in Japanese. The gist of it is that you have to push down on the right analog stick to make Mojibri start writing (and rapping). And that's about it. You can write harder to add a bit of an extra flourish for additional points, and you also have to monitor your ink level to keep a smooth supply so as not to break your rhythm. But in general, it's just all about pushing down. And letting go. And pushing down again.

By now, you might get the picture. If not, you're welcome to import the game to figure it out on your own, because—surprise!—it's never coming over here, what with the game being based on Japanese characters and all. Bit of a roadblock to easy porting, that.

THE MADNESS OF MATSUURA

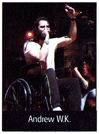
Masaya Matsuura, creator of *Mojibribon*, has produced a series of progressively more bizarre music games for Sony from his Nana On-Sha studio. Witness:

PaRappa the Rapper: The original *PaRappa* is a fun and innovative take on the music genre with kick-ass songs wrapped up in a bizarrely sweet love story.

UmJammer Lammy: The guitar-based sequel took away PaRappa and gave us Lammy, a lamb with the intelligence and luck of *24*'s Kim Bauer.

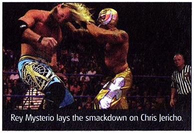
Vib Ribbon: *Mojibribon*'s direct predecessor features the same basic gameplay, but with vector graphics and the ability to create new levels from your audio CDs. It's also really good and was actually released in Europe. Not fair!

PAM & PALS
Aren't you a little busty for a stormtrooper?
Pamela Anderson presents Best Fantasy Game to *Star Wars: Knights of the Old Republic* with a legion of Imperials.



Andrew W.K.

Jenna Jameson



Rey Mysterio lays the smackdown on Chris Jericho.

photos from wireimage.com

AND THE WINNER IS...

The first annual Video Game Awards debuts on Spike TV

Hosted by David Spade on December 2 at Las Vegas' MGM Grand, Spike TV's first annual *Video Game Awards* did its part to further propel gaming into the mainstream. Seen in about 475 kajillion more homes than G4's *G-Phoria* and featuring a budget backed by MTV Networks, the show boasted impressive production values—everything from game parodies to rousing performances by such initial-happy artists as P.O.D., Andrew W.K. (who rocked out in a wheelchair!), and DMX. Meanwhile, celebrities like Ray Liotta, Jenna Jameson, Jaime Pressly, and Lil' Kim appeared to present and accept awards (or, in the case of MTV Wildboyz Steve-O and Chris Pontius, to bare their genitalia to thousands).

In its catering to the mainstream, however, the program fell flat as a whole. Nowhere was this better exemplified than in the actual awards handed out, though that's what Spike TV gets for letting its "I like what TV ads tell me to like" audience pick winners. Below, check out our thoughts on seven of the bigger awards. For a complete list of all 16, visit SpikeTV.com.

CATEGORY	WINNER		OUR TAKE
GAME OF THE YEAR		**Madden NFL 2004**	Unlike a few other VGAs handed out, we can see *Madden* winning the most prestigious award—it's a *great* game. But does a game that—let's be real—only incrementally betters its previous version really deserve top honors?
BEST MUSIC		**Def Jam: Vendetta**	We can't argue here. How can a game centered around some of the biggest rappers in the biz not have some of the best music in a game? DMX really brought down the house with his medley of songs from the game.
BEST PERFORMANCE BY A HUMAN		**Ray Liotta, Grand Theft Auto: Vice City**	No surprise. Liotta brought a real tough-guy, mob sense to the role of Tommy Vercetti. But really, what's with the actual name of this award? Isn't something like "Best Voice Acting Performance" a little less lame?
BEST GAME BASED ON A MOVIE		**Enter the Matrix**	You've gotta be kidding. With other candidates like *The Return of the King*, *Knights of the Old Republic*, *Nightfire*, *The Hulk*, and *Tron 2.0* as nominees, freakin' *Enter the Matrix* won?! Never underestimate the power of hype.
BEST ACTION GAME		**True Crime: Streets of L.A.**	What?! *Enter the Matrix* was a bad enough choice, but choosing a two-star game as the best in the most common game genre is absolutely inexcusable. Nick Kang may be a cop, but he totally stole this award.
BEST SPORTS GAME		**Tony Hawk's Underground**	A fine choice, but wait a second here....Last time we checked, football is a sport. And wasn't *Madden* declared the Game of the Year? How can the best game overall not be the best game in its genre?
BEST FIGHTING GAME		**WWE SmackDown! Here Comes the Pain**	Yeah, the pain has arrived, all right—the pain that we feel from not seeing *Soul Calibur II* win this category (though it was declared Most Addictive). You'd think there are a lot of wrestling fans who watch Spike TV or something....

www.1UP.com As soon as any word breaks on PS3, this is where you'll find the first info.

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

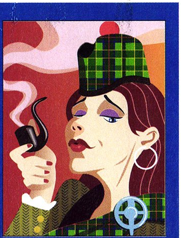


Illustration by Greg White

Happy New Year, everyone. The next 12 months are going to be some of the busiest we've had in a long time. We'll have a new system to play with, we'll learn the specs of the next PlayStation, and we get to play some huge new games.

MONTHLY PS3 UPDATE

Now that it's 2004, we're potentially much closer to a formal announcement from Sony on PlayStation 3. If the rumors are to be believed, we'll probably hear something at the Game Developer's Conference in March, followed by a more formal announcement at E3 in May. Microsoft is said to be rolling out early demos of Xbox 2 (or Xbox Next, as it's currently called) at these events as well, and we'll almost certainly see both machines in stores before the end of 2005. So what can we expect to see in the early demos? Probably lots of stuff that doesn't really look much like a game. When PS2 was first shown, we got to see lots of fancy effects—and little else. If the rumors as to the system's power are to be believed, PS3 is capable of generating some pretty startling visuals. Imagine the Nike Gridiron TV ad, only running in real time. Expect to hear a lot from me on this subject throughout the year.

THE NEXT GRAND THEFT AUTO GAME IS...

Rumors still persist that it's set in the '70s, in a Vegas-style town, and is called *Sin City*. Rockstar is being incredibly quiet on the subject, and it seems unlikely we'll hear anything from them before E3. One of two things will subsequently happen. It'll either astound us all with an amazing list of incredible ideas that push the boundaries of game design even further, or it will be little more than just another version of the same game rehashed for the third time. If it's the latter, *GTA* stands to become Rockstar's *Tomb Raider*, and just like Eidos, they'll be accused of being nothing more than a one-trick pony. Fingers crossed that I'm just being a cynical old cow about that.

I TOLD YOU SO

Remember back in Issue #75 when I told you that EA was working on a new boxing game? Not to toot my own horn, but *I told you so. Fight Night 2004* looks awesome.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

BATTLE

JOIN IN ON THE BATTLEFIELD

After thrilling PC gamers with a penchant for shooting at each other, EA is rumored to be looking into a PS2 version of *Battlefield 1942*. It could even be set in a different time period with different units.

GLADIUS

SEQUEL IN THE WORKS FOR THIS YEAR

***Gladius* was excellent, but not many people bought it. The smartest thing LucasArts could have done is treat the first game as a promo for the sequel. And that's what is happening. Hooray for smart people.**

SSEXY

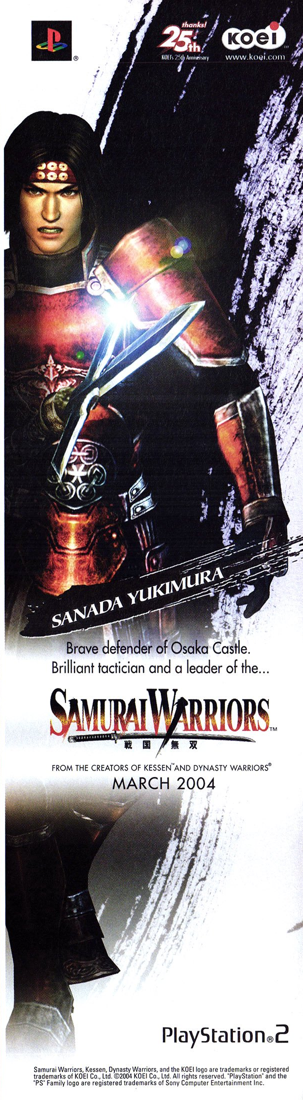
SSX 4 SET FOR 2004?

With *SSX 3* proving so popular, it's rumored that the team at EA Canada is already hard at work on a new game with even more online features. Rumor has it that there's a PSP version in the works too.

SPEED

ANOTHER NEED FOR SPEED COMING

I know there's another game in the series set for release this year, but our friends at EA are keeping very quiet about what it is. My bet is a speedy sequel to *Underground* in November.



Brave defender of Osaka Castle.
Brilliant tactician and a leader of the...

SAMURAI WARRIORS™
戦国無双

FROM THE CREATORS OF KESSEN™ AND DYNASTY WARRIORS®
MARCH 2004

PlayStation®2

Samurai Warriors, Kessen, Dynasty Warriors, and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2004 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

COMMON THREAD
Roughly 75 percent of the *MX Unleashed* soundtrack consists of songs from Christian rock or Christian punk bands.

SOUND STATION

By John Scalzi

Starring MX Unleashed

Breaking Benjamin
Saturate

Breaking Benjamin sounds like a band dedicated to the proposition that now that Gavin Rossdale is spending all his time canoodling with Gwen Stefani, someone needs to go out there and be Bush in Bush's stead. And so, Breaking Benjamin sounds rather terrifyingly like Bush on about half this album—particularly on "Natural Life," "Water," and "No Games"—and like every other rock band the rest of the time. It's hard to argue with this line of reasoning, but I imagine that when Rossdale and the Bush boys drive up and see these dudes in their parking space, they're going to be pissed.

★★★

Depswa
Two Angels and a Dream

This album is a cut above the typical new-century guitar rock because its songs show off a sinewy energy, as opposed to the flabby dirgelike sound that gets tossed around these days. In particular, "The Path" has a nervy sense of drama, with choruses that could come straight from your better iterations of classic pop metal. And there are a few change-ups, like the album closer, "Traveler's Song," in which singer Jeremy Penick practically channels Freddie Mercury. There's a fair amount of indistinguishable rawk here, but also enough personality to give hope that Depswa will keep developing.

★★★

Ra
From One

Did someone exhume King's X when I wasn't looking? Ra has the same wailing hard-rock-meets-prog-rock sort of vibe to it, which can be groovy if you like that sort of thing. Sadly, I really don't. To me, Ra comes off as overblown, one of those bands that wants to be taken as deep, but whose aspirations, shall we say, aren't supported by the text at hand. Songwriter Sahaj Ticotin has clearly studied his lyrical and musical hard-rock clichés, so he's right on with that, but neither he nor the rest of the band seems to understand that the point of knowing your hard-rock clichés is so you can get *beyond* them.

★★

Relient K
Two Lefts Don't Make a Right...

This is what power punk would sound like if it were performed by Care Bears. Relient K has the moves and the sonic posturing down just fine, but lyrically, it comes across as almost endearingly naïve ("Golly, wouldn't it be nice if girls came with mood rings, so we'd know what they were thinking?"), which tamps down the energy quite a bit. If you were a kid whose parents were suspicious of your musical choices, you could play them this CD, and it's hard to see how they could complain about any track. Then when they closed the door, you could slap on Sum 41 and rock out.

★★½

Trapt
Trapt

Trapt makes slickly produced alterna-drone guitar rock that you wouldn't be able to identify as belonging to any band in particular—in other words, it's a triumph of the major-label artist-selection process. How difficult is it to cultivate even the slightest edge of individuality in these bands? I don't blame Trapt; it's just doing what it takes to get signed. But even the best track here, "Still Frame," sounds so much like everything else on the radio that you get the feeling you've heard the song before, even if you never, ever have. That's how you get signed, yes, but it's not how you build a career.

★★

photo from Getty Images

koei™
www.koei.com
thanks!
25th
KOEI's 25th Anniversary
PlayStation® 2

SAMURAI WARRIORS™

戦国無双

FROM THE CREATORS OF KESSEN™ AND DYNASTY WARRIORS®

MARCH 2004

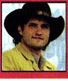
PRODUCTS RANGE FROM RATING PENDING to TEEN
RP-T
CONTENT RATED BY ESRB

Each game sold separately. Samurai Warriors, Kessen, Dynasty Warriors, Xtreme Legends, and the KOEI logo are trademarks or registered trademarks of KOEI Co., Ltd. ©2004 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

3DCGデザイナー募集中!! 勤務地：カナダまたは日本　応募方法など詳細は www.koei.co.jp/html/joboffer をご覧ください。

ALSO AVAILABLE
Xtreme Legends
DYNASTY WARRIORS 4
$29.99 MSRP

POOR KIDS
Once Upon a Time in Mexico director Robert Rodriguez has three sons: Rebel, Rocket, and Racer Rodriguez. No, we're not kidding.



DVD REVIEWS

By John Scalzi

ONCE UPON A TIME IN MEXICO

(Antonio Banderas, Johnny Depp)

Let's begin with what Robert Rodriguez is *not*: He's not a world-class director. His style is too self-consciously borrowed from his betters, and his story material is generally too slight to generate resonance, unless you're willing to make a case for substantial depth in *The Faculty* or *Spy Kids 3D*. So, he's not great, and to be truthful about it, I don't expect him to be. But what he is—and what shouldn't be discounted—is a really good director: someone who loves cinema, has a blast with the moving image, and is committed to making sure that people on the other side of the screen get at least some inkling of the fun he's having. Like his contemporary and friend Quentin Tarantino, Rodriguez is an enthusiast—a real fan of films.

Mexico spills out that enthusiasm in spades. Again—not a *great* film. It doesn't have the mythic quality of the films it's so obviously modeled upon, including *Once Upon a Time in the West*. But Rodriguez nevertheless heaps it on in the film, throwing action sequences and quirky characters up against the wall to see what sticks—and quickly moving past what doesn't. As a result, this continuation of the story begun in *El Mariachi* and *Desperado* is best if you don't think too much about it and just go with the flow. Rodriguez gets help from a cast (Banderas, Depp, Salma Hayek, Willem Dafoe, Mickey Rourke) that comes in with its own iconography attached; you know the characters, even if you've never met them before. It's wild, only marginally in control, and a kick to watch, which I suspect was the entire intent. Rodriguez may not be a great director, but if he keeps having such a great time behind the lens—and sharing those times with us—simply being really good is good enough.

ONCE UPON A TIME IN MEXICO

★★★★

UPCOMING DVD RELEASES

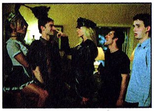
January 2, 2004
American Wedding

January 6, 2004
Babylon 5: Season 4
Cheers: Season 2
Frasier: Season 2
Mutant X: Season 1
Out of Time
The Shield: Season 2
Underworld

January 13, 2004
Curb Your Enthusiasm: Season 1
Freddy vs. Jason
Johnny English
New Adventures of Spider-Man: Season 1

January 20, 2004
Blacula
Cabin Fever
Conan: The Complete Quest
Fist of the Red Dragon
MTV's Punk'd: Season 1
Once Upon a Time in Mexico

January 27, 2004
Dilbert: The Complete Series
Friends: Season 6
Grind
House of the Dead
Labyrinth: Collector's Edition



AMERICAN WEDDING

(Jason Biggs, Alyson Hannigan)

I think the *American Pie* films are big, steaming pastries filled with glistening chunks of crap and other obnoxious body effluvia, but three films in, it's hard to argue with their success—therefore, it's best to judge them on their own low baseline. On that criteria, *American Wedding* is pretty much in sync with the other films in the series: one part Stifler, one part Jim's dad, one part Jim and Michelle, one part bodily functions, then shake well and stand back (preferably behind a plastic tarp). A nice bonus is Fred Willard as Michelle's dad, as clueless as Eugene Levy's character. And terrifying as it is to admit, Stifler's grown on me, like a rank lichen. Someone help me. I'll never be a fan of these films, but if you are, you'll be happy.

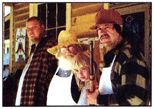
★★★

OVERHEARD

"I'd be insufferable if I didn't smoke—you'd have to push me off a balcony, I'd be so boring." –Kate Beckinsale

SCARE TACTICS

You remember 1989's NES classics *Friday the 13th* (left) and *A Nightmare on Elm Street* (right), don't you?

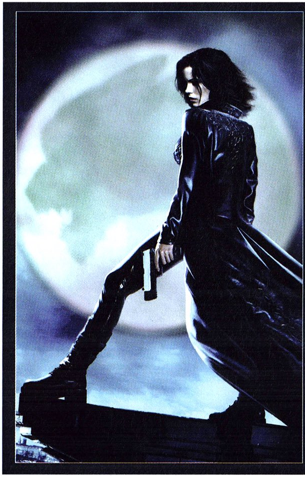


CABIN FEVER

(Rider Strong, Cerina Vincent)

Five college buds go on a rustic cabin retreat to do what college buds always do at rustic retreats, and this horror film does to them what horror films always do to young attractive people in the woods. The twists are the highly contagious disease that appears to make people ooze blood for no good reason, as well as the sick sense of humor that is either amusing or entirely disruptive, depending on your point of view. Personally, I think there's something good about not always going for the cheap laugh when you're trying to scare the hell out of people; they can't all be *Evil Dead*, which this flick is clearly inspired by. But those looking for a good scream aren't likely to complain. It will cure you of any desire to get a mountain cabin with your pals, and maybe that's the point.

★★★

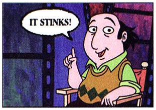


UNDERWORLD

(Kate Beckinsale, Scott Speedman)

The superhot Kate Beckinsale as a deliciously pale vampire clad in tight, black leather: Yes, yes, a thousand times, yes. The rest of this entirely pointless flick, which owes equal debt to *Romeo & Juliet*, *The Matrix*, and the various *Blade* films: Eh, maybe not so much. Which is disappointing, because you shouldn't be able to screw up a tale about vampires and werewolves going after each other, especially when you have the aforementioned Ms. Beckinsale. And yet, this film skates right on that edge. In the end, I give it a pass, since I'm kind of a sucker for stylish-looking films, even one bereft of comprehensibility as this one is. This is not the same thing, however, as saying I recommend it to others. You Goth kids (you know who you are) should have a tolerable time; those of you who *don't* wear black nail polish on a regular basis might wish to skip this.

★★★



THE CRITIC: THE ENTIRE SERIES

(Jon Lovitz)

This underappreciated cartoon series features Lovitz as a fat, balding, sarcastic film critic. I can identify because I'm three out of four of those things, and like the character, I know the pain of wasting large tracts of one's life watching films that ought to be classified as war crimes. Aside from the personal identification, I liked the series because it had a snarky sense of humor, dialed down a notch or two from *The Simpsons'* (with which it shared its producers) brand of comedy but with a nice urban—and urbane—bite. Sadly, the series lasted only 23 episodes, but that means you can have it all in one DVD package. Worth a gander if you've never seen it, and if you've seen it, you don't need me to tell you it was fun while it lasted.

★★★½

FREDDY VS. JASON

(Robert Englund, Ken Kirzinger)

This collision of two entirely tapped-out horror-film franchises has two things going for it: Director Ronny Yu, who is so much better than his material here that it's almost a crime, and the final reel, in which the two horror icons try to turn each other into hot, steamy serial-killer kabobs (Freddy's brought the skewers!). In the meantime, however, you've got to wallow through all your basic, witless horror-genre clichés and pointless killing of attractive but profoundly stupid young people. The film gives a nod to the histories of both Freddy and Jason, such as they are, so that's nice, but it's not enough to make this film that great an addition to either franchise. Considering the devalued state of both franchises, that's bad news.

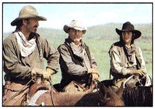
★★

JOHNNY ENGLISH

(Rowan Atkinson, Natalie Imbruglia)

A comedy that doesn't give a damn if you like it or not, mostly because it was already a huge hit worldwide before it even washed up here. This is not an entirely bad thing for the film, since its brand of goofy, lame slapstick-meets-James Bond is kind of like a reheated leftover from the *Pink Panther* era, a film genre well past its sell-by date here in the U.S., unless the name Austin Powers is attached. On the other hand, it's hard not to be amused by Rowan Atkinson in stupendously inept mode, and you won't hear me complaining about the opportunity to ogle Ms. Imbruglia. And John Malkovich, slumming as the film's villain, is a hoot. Accept that you and every other U.S. citizen are an afterthought to the filmmakers, and you'll be fine.

★★½



OPEN RANGE

(Kevin Costner, Robert Duvall)

Kevin Costner generally comes across as a humorless windbag, but give him the right material and you're reminded the man *can* act and is capable of subtleties not immediately apparent in his laconic, latter-day Gary Cooper shtick. *Open Range* gives him good material both as an actor and a director—it's a Western (which Costner is suited for) in which his character struggles between the kind of person he was and the kind of person he'd like to be. There are gunfights and other Western conventions all handled with realistic care. Costner also surrounds himself with fine actors, including Duvall and Annette Bening as Costner's love interest. Plus, there are lots of smartly observed moments and well-acted scenes. It's well worth your time.

★★★★

OUT OF TIME

(Denzel Washington, Eva Mendes)

For my money, the pairing of Denzel Washington with director Carl Franklin is always a good one, even if the general moviegoing audience doesn't seem to clue in. The two made the criminally underappreciated *Devil in a Blue Dress* nearly a decade back, and *Out of Time* seems to have gotten the same criminally underappreciated treatment. But what's not to like? You've got Washington—in fine form as a good man in a compromised situation (he's a cop who's stolen some cash)—who rather surprisingly discovers that all the evidence in a murder points to him, and he has to dig his way out as investigators (including his soon-to-be ex-wife) are closing in. Franklin milks this juicy scenario for everything it's worth, and it's worth a fair bit.

★★★½

SWIMMING POOL

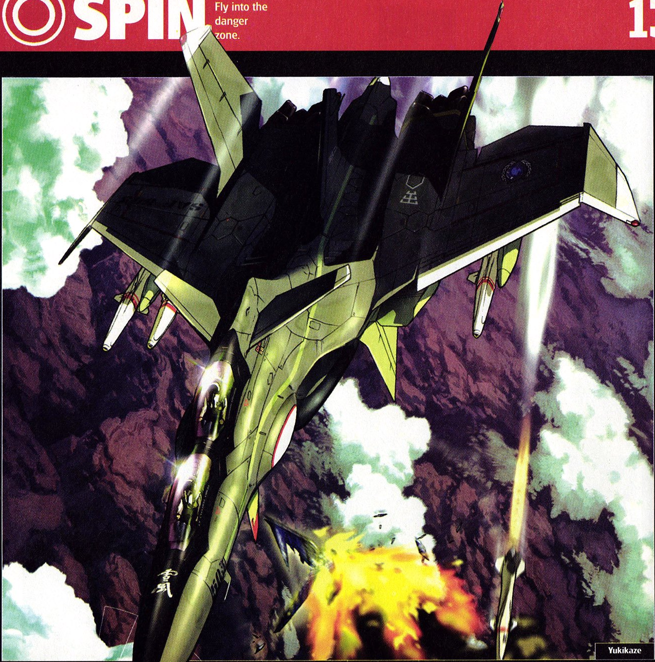
(Charlotte Rampling, Ludivine Sagnier)

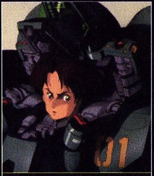
An author (Rampling) gets writer's block and is subsequently dispatched to a villa in the south of France, which comes complete with a hot teenage girl (Sagnier). And I'm thinking, why don't I get that from *my* book publishers? That's just not *fair*. On the other hand, things become all seamy and criminal, so maybe it's just as well I'm left at home. The psychosexual twists and turns of *Swimming Pool*'s plot are a real hoot, and you may end up watching the film twice just to try to figure what the hell's going on. But it's the good, exciting kind of confusion, not confusion borne from poor plotting. And between Sagnier and Rampling, lovers of dangerous females young and old will get more than their money's worth.

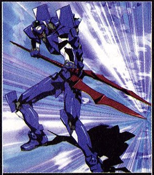
★★★★

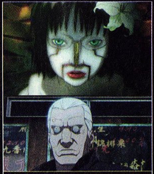
Fly into the danger zone.

130 *Spirited Away*'s rank on Amazon's list of top-selling DVDs.


Yukikaze


MADOX-01


Neon Genesis Evangelion


Innocence: Ghost in the Shell

ANIMANIA!

Planes, warriors, and a full-metal jacket

Wind, Snow, and Contrails

If you liked *Macross Plus*, *Top Gun*, or some similarly stylish ode to powered flight and mechanical violence, Bandai's *Yukikaze* might be up your alley. From Studio Gonzo (the *Last Exile*/*Vandread* crew), it's the very pretty, laid-back story of an experimental fighter aircraft with a potentially dangerous attachment to its pilot. Two versions of Volume 1 will be released on February 17: a one-disc vanilla release with a 5.1-channel English dub, as well as a two-disc extravaganza with 5.1 tracks in English and Japanese and a limited-edition patch.

Seven More Samurai

Over in Japan, Gonzo is busy at work on a new series based on unusual source material. *Samurai 7*, due to hit Japanese airwaves next spring, is a TV series based on Kurosawa's legendary *Seven Samurai*. In the director's chair is Toshifumi Takizawa, who directed the *Dirty Pair* classic *Flight 005 Conspiracy*, but we've yet to see how far he plans to stray from the original's inspiration. We hope it doesn't go as far as a certain videogame adaptation.

Metal Skin Panic

AniMeigo has a little piece of American anime history tentatively scheduled for a January 2 release. *MADOX-01*, a sci-fi comedy about a hapless bachelor trapped in a suit of experimental powered armor, is coming out on DVD with a brand-new English dub after being out of print for years. It's a funny show—the military wants the suit back, and our hero just wants to meet his date—and it was also the very first "for fans" anime release in the United States.

Ending All Over Again

ADV Films has six more episodes of *Neon Genesis Evangelion* on the way for fans who just can't get enough of Hideaki Anno's phantasmagoric nightmares. Episodes 21 through 26 of the series are getting a special Director's Cut revision, featuring new edits and footage. Volume 1 is due out on January 13—it has both the original and revised versions of episodes 21, 22, and 23, plus a 25-minute interview with Richard Taylor of Weta Workshop.

Awful Sights, Swinging Sounds

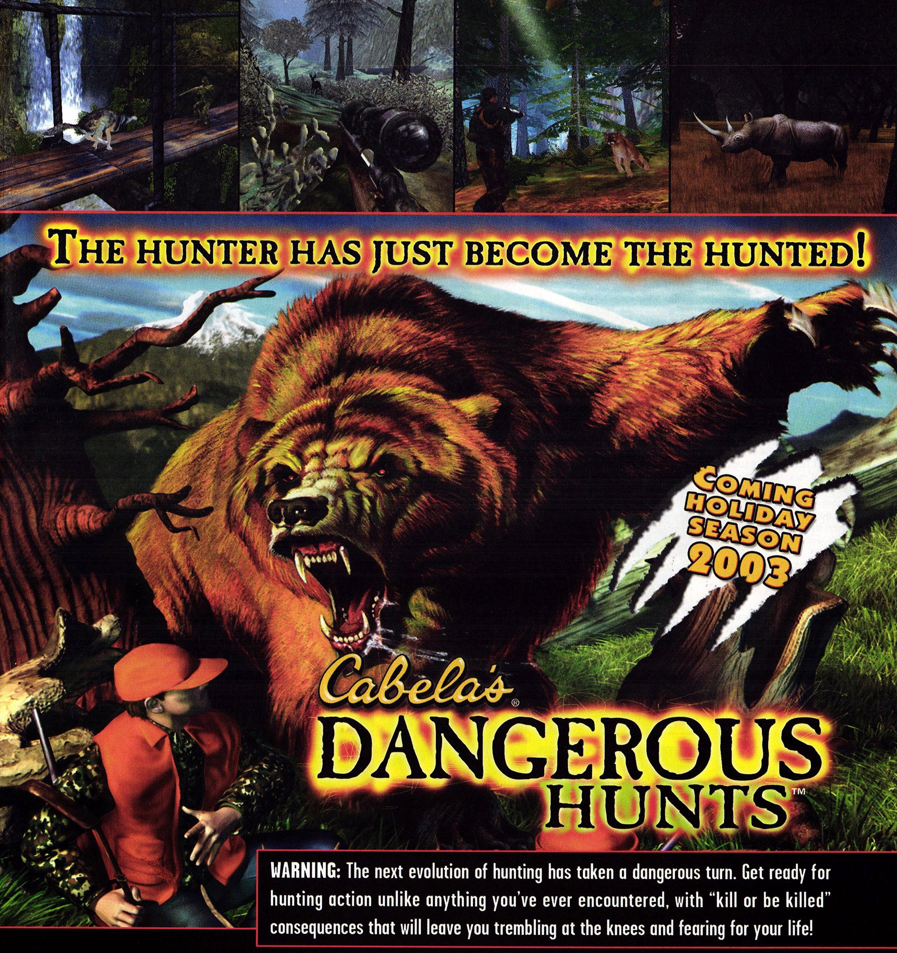
If you'd rather listen to a Gainax production, Geneon Entertainment's music arm has three new albums coming on January 20. On that particular day, you'll be able to pick up the first *Evangelion* OST album (hum), the first *His and Her Circumstances* album (double hum), and a fistful of tunes by hard rockers The Pillows on the first *Furi Kuri* soundtrack (insert frantic circle pit). One of these things is not like the others....

Ghost Cracking Open

For a new look at Mamoru Oshii's *Ghost in the Shell* sequel, hit the newly updated webpage promoting *Innocence: Ghost in the Shell* at www.innocence-movie.jp. The full trailer is now available, previewing the movie that's scheduled to hit Japan next March and the United States not long after.

Oscar, Meet Satoshi

After *Spirited Away*'s big win at the Oscars last year, some of 2003's top anime features are up for consideration in the Best Animated Feature category of the upcoming Academy Awards. In addition to several Western productions, features *Patlabor WXIII*, *Pokémon Heroes*, *Cowboy Bebop*, and *Millennium Actress* are all reportedly in the running.



THE HUNTER HAS JUST BECOME THE HUNTED!

COMING HOLIDAY SEASON 2003

Cabela's® DANGEROUS HUNTS™

WARNING: The next evolution of hunting has taken a dangerous turn. Get ready for hunting action unlike anything you've ever encountered, with "kill or be killed" consequences that will leave you trembling at the knees and fearing for your life!

XBOX LIVE

PlayStation®2

ACTIVISION®

TEEN T™ Blood Violence ESRB CONTENT RATING www.esrb.org

©2003 Activision Publishing, Inc. and its affiliates. All rights reserved. Dangerous Hunt is a trademark of, and Activision is a registered trademarks of Activision, Inc. and its affiliates. Cabela's and the Cabela's logo are registered trademarks of Cabela's Incorporated. Published and distributed by Activision Publishing, Inc. and its affiliates. All other trademarks are the property of their respective owners. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox Live, the Live Logos and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

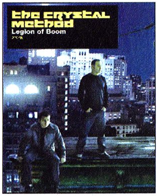
THE LIST

Our 9 new objects of desire

METHOD ACTING
MY BABY'S DADDY

New movie releases are sparse in January, but check out Method Man flexing his acting chops in this comedy about a trio of guys whose girlfriends become pregnant at the same time. The film also features Eddie Griffin, Anthony Anderson, Michael Imperioli, and John Amos.

WEAPONS OF MASS DISTORTION
THE CRYSTAL METHOD *LEGION OF BOOM*

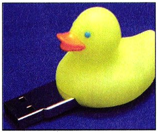


If you love the track "Born Too Slow" featured in *Need for Speed Underground*, you'll no doubt enjoy the rest of TCM's third album, a wild mix of rock, techno, breakbeat, and hip-hop. The disc includes appearances by ex–Limp Bizkit guitarist Wes Borland, beatbox impresario Rahzel, and former Kyuss frontman John Garcia.

SNEAKY WRIST ACTION
CASIO COLOR CAMERA WATCH

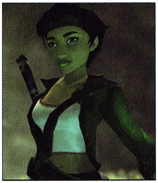
Is there nothing that you can't do with a watch now? Casio's Color Camera Watch can take up to 100 images, which you can then easily transfer to your PC. Its resolution is no better than a camera phone's, but it's still a neat little gadget. The stainless steel version is $329, while the black version goes for $299.

QUACK, QUACK
THE iDUCK



Currently on sale only in Japan, this 16MB USB storage duck is for the computer user who already has absolutely everything. A number of stores import them to the United States, so Google "iDuck" and you'll no doubt have some luck. Comes in many colors, too!

OVERLOOKED GAME
BEYOND GOOD AND EVIL

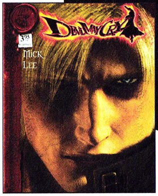


We've been championing Michel Ancel's creation for the better part of a year now, and we're not going to stop now that it's out. Released during the most crowded holiday season we can remember, it got overlooked. But now that the dust has settled, check out this game. It's an intelligent, beautiful, and classy game with great ideas and awesome characters.

DEFENDER
DEFENDER II
DEFENDER II
TEAM PLAY

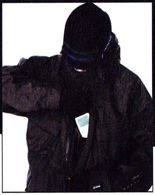
EXPENSIVE RETRO TOY
DEFENDER AND DEFENDER II ARCADE UNIT

OK, so it's a little on the expensive side at $2,995, but what could possibly be a better addition to your place of residence than a full-size replica of an original arcade unit featuring the greatest shooter ever made? We can't think of anything. Brookstone now carries a number of classic games like this, so check out its website for more info (and have your credit card handy).
www.brookstone.com



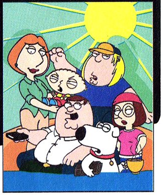
CAPCOMIC BOOK
DEVIL MAY CRY

This four-issue limited-series comic book from Dreamwave loosely tells the story of Dante's adventures in the first videogame and explores his struggle to maintain control of his supernatural side. Writer Brad Mick claims that this will be "THE rock-'n'-roll comic book." To prove his point even further, all chapters in the series will be named after heavy metal songs. We salute you with the rock horns, Mr. Mick.



DIGITAL CLOTHING
BURTON SHIELD iPOD JACKET

Burton's cool-looking limited-edition Amp jacket, which has an iPod remote embedded into the sleeve, proved so popular that the company is now producing a new version called the Shield, which you can order from Burton's website for a mere $379.95. The (admittedly very expensive) jacket works with all three generations of iPod.
www.burton.com



HOLY CRAP!
FAMILY GUY

Some complained that *Family Guy* was just a *Simpsons* wannabe, but many thought it was the funniest thing on television. After it was cancelled last year, fans rushed to buy the series' DVD box sets and have continued to watch reruns on Adult Swim. All this attention has prompted Fox execs to make an unprecedented move and actually bring the show back. Now, everyone go buy the *Firefly* box set and see if it works for that show, too!

when's the last time
mail got you this excited?
GF
open

Rent every new release for **PS2, Xbox, GameCube** and **GBA**
Go to **www.gamefly.com/opm** for your free trial

©Copyright Gamefly 2003. All rights reserved. Gamefly is a registered trademark of Gamefly, Inc. PlayStation® 2, Xbox,™ Nintendo GameCube™ and Game Boy® Advance are trademarks of Sony, Inc., Microsoft Corp. and Nintendo respectively.

GF GAMEFLY℠
rent smart. play harder.

www.cdc.gov
Stay on top of current health news by perusing this informative site on sicknesses and whatnot.

BY THE NUMBERS

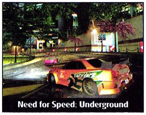
IN ASSOCIATION WITH
EB GAMES
electronics boutique

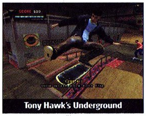
PS2 Top 20 Sales

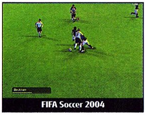
You know what was cool? That scene in *Big Trouble In Little China* where the Chinese dudes in red and in yellow had a big brawl. They spoke accurate Cantonese too! Too bad that wasn't in *True Crime*.

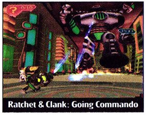
Yeah! Grrl power! Woo hoo! We love the enduring spirit of femininity; hey, we even read some Naomi Wolf on occasion! You all love feminism too, since *Final Fantasy X-2* is numero uno this month.

	Title/Publisher	Rating
1	**Final Fantasy X-2** (Square Enix U.S.A.)	★★★★★
2	**Need for Speed: Underground** (EA Games)	★★★★½
3	**SOCOM II: U.S. Navy SEALs** (Sony CEA)	★★★★★
4	**True Crime: Streets of L.A.** (Activision)	★★
5	**Medal of Honor: Rising Sun** (EA Games)	★★★½
6	**Tony Hawk's Underground** (Activision)	★★★★★
7	**The Lord of the Rings: The Return of the King** (EA Games)	★★★★★
8	**WWE SmackDown! Here Comes the Pain** (THQ)	★★★½
9	**FIFA Soccer 2004** (EA Sports)	★★★★★
10	**Manhunt** (Rockstar)	★★★½
11	**NBA Live 2004** (EA Sports)	★★★★½
12	**Ratchet & Clank: Going Commando** (Sony CEA)	★★★★★
13	**Madden NFL 2004** (EA Sports)	★★★★★
14	**Eye Toy** (Sony CEA)	★★★★½
15	**Prince of Persia: The Sands of Time** (Ubisoft)	★★★★★
16	**Legacy of Kain: Defiance** (Eidos)	★★½
17	**Jak II** (Sony CEA)	★★★½
18	**SSX 3** (EA Sports Big)	★★★★★
19	**The Simpsons: Hit & Run** (Vivendi Universal)	★★★★
20	**Kill.Switch** (Namco)	★★★★½


Need for Speed: Underground


Tony Hawk's Underground


FIFA Soccer 2004


Ratchet & Clank: Going Commando

Source: EB Games, November 2003. Numbers reflect the sales at EB and its affiliated outlets, and don't include other retail outlets. That's probably why you'll never see *Deer Hunter* crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the *OPM* staff.

PS1 Top 10 Sales

1	**Beyblade**	Crave
2	**Namco Museum Vol. 3**	Namco
3	**Shrek Treasure Hunt**	TDK
4	**Tarzan**	SCEA
5	**Final Fantasy IX**	Square
6	**ATV Mania**	Gotham
7	**Bratz**	Ubisoft
8	**Final Fantasy Tactics**	Square
9	**DDR Konamix**	Konami
10	**Madden NFL 2004**	EA

Japan's Top 10 PS2 Games

1	**Minna no Golf 4**	SCE
2	**Gundam: AEUG vs. Titans**	Bandai
3	**GT4: Prologue Edition**	SCE
4	**Neon Genesis Eva 2**	Bandai
5	**Wild Arms Alter Code F**	SCE
6	**Castlevania**	Konami
7	**MOH: RS**	EA
8	**R: Racing Evolution**	Namco
9	**Let's Make Bball Team! 2003**	Sega
10	**Kamen Rider**	Banpresto

Top 10 BLOCKBUSTER Rentals

1	**True Crime (PS2)**	Activision
2	**Tony Hawk's UG (PS2)**	Activision
3	**Manhunt (PS2)**	Rockstar
4	**WWE SD!: HCTP (PS2)**	THQ
5	**Max Payne 2 (XB)**	Rockstar
6	**MOH: RS (PS2)**	EA
7	**Mario Kart: DD (GC)**	Nintendo
8	**Conflict: DS2 (PS2)**	Gotham
9	**Madden NFL 2004 (PS2)**	EA
10	**GTA: Vice City (XB)**	Rockstar

SOURCE: BLOCKBUSTER, WEEK ENDING NOV. 30, 2003

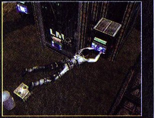
Top 10 Sales, All Systems

1	**FF X-2 (PS2)**	Square Enix
2	**GTA Combo Pack (XB)**	Rockstar
3	**NFS: U (PS2)**	EA
4	**SOCOM II (PS2)**	SCEA
5	**True Crime (PS2)**	Activision
6	**MOH: RS (PS2)**	EA
7	**Mario Kart: DD (GC)**	Nintendo
8	**True Crime (XB)**	Activision
9	**Tony Hawk's UG (PS2)**	Activision
10	**NFS: U (XB)**	EA

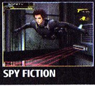
Trend Spotter: Falling

The Tick once mused, "Gravity is a harsh mistress," and we totally agree. Yet for some reason, a few games seem to actually feature a falling level as a feature. All we can say is "free fall-ing."

JAMES BOND 007: EON


MISSION: IMPOSSIBLE

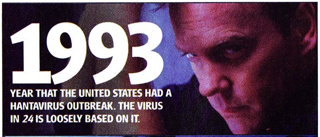
KYA


SPY FICTION

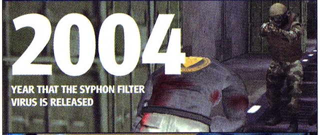
FALL

Infectious!

The flu and *Syphon Filter* got us thinking about viruses. Icky!

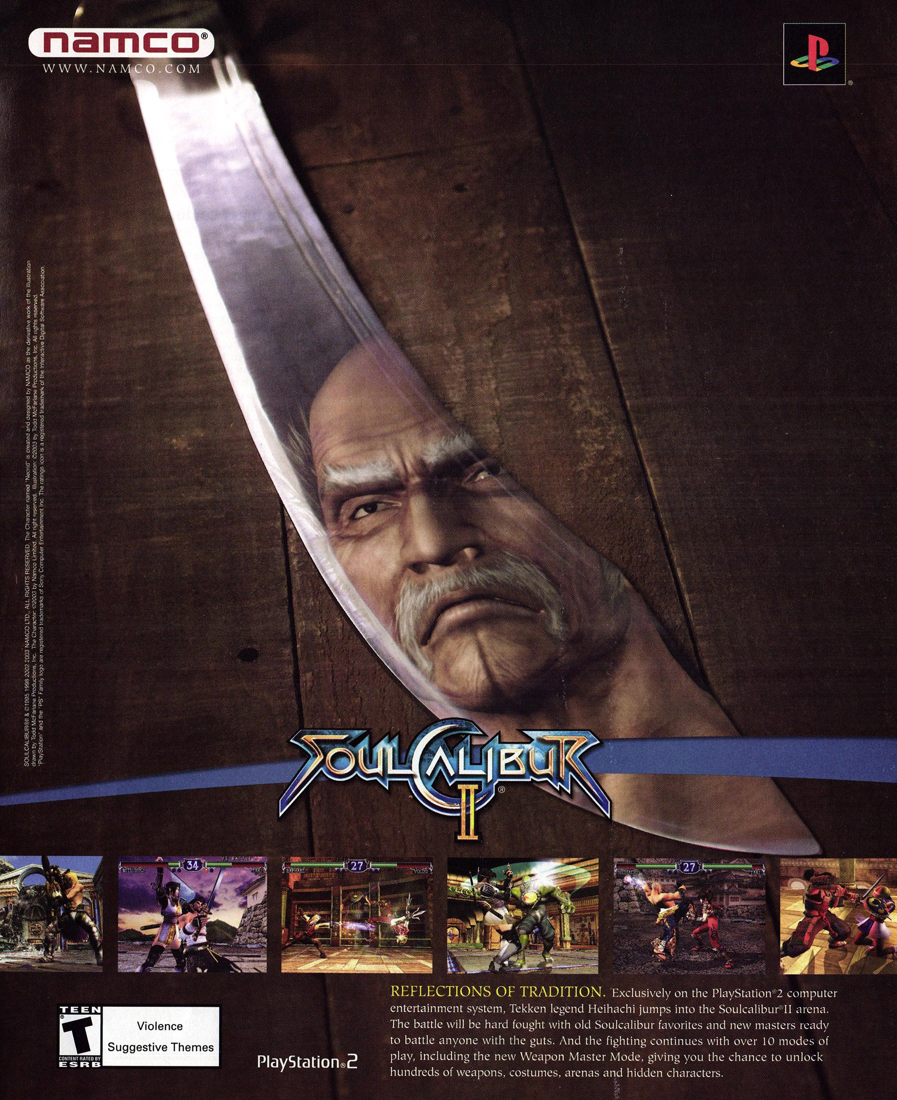

1993
YEAR THAT THE UNITED STATES HAD A HANTAVIRUS OUTBREAK. THE VIRUS IN *24* IS LOOSELY BASED ON IT.

41
NUMBER OF ITEMS LISTED IN THE CENTER FOR DISEASE CONTROL'S LIST OF BIOTERROR AGENTS


2004
YEAR THAT THE SYPHON FILTER VIRUS IS RELEASED

2020
YEAR THAT SCIENTISTS PROJECT IT WILL BE POSSIBLE TO CREATE GENETICALLY-TAILORED VIRUSES

SOURCE: CENTER FOR DISEASE CONTROL AND PREVENTION, *SYPHON FILTER* GAME, AND MICHIO KAKU'S *VISIONS*.



SOULCALIBUR II®

REFLECTIONS OF TRADITION. Exclusively on the PlayStation®2 computer entertainment system, Tekken legend Heihachi jumps into the Soulcalibur®II arena. The battle will be hard fought with old Soulcalibur favorites and new masters ready to battle anyone with the guts. And the fighting continues with over 10 modes of play, including the new Weapon Master Mode, giving you the chance to unlock hundreds of weapons, costumes, arenas and hidden characters.

TEEN
T
CONTENT RATED BY
ESRB

Violence
Suggestive Themes

PlayStation®2

SOULCALIBUR®II & ©1995 1998 2002 2003 NAMCO LTD., ALL RIGHTS RESERVED. The Character named "Necrid" is created and designed by NAMCO as the derivative work of the illustration drawn by Todd McFarlane Productions, Inc. The Character: ©2003 by Namco Limited. All right reserved. Illustration: ©2003 by Todd McFarlane Productions, Inc. All rights reserved.
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

PREVIEWS

Traveler's tip: Never visit Silent Hill.

THIS ISSUE

70 100 Bullets
78 AirForce Delta Strike
68 Alias
70 Combat Elite: WWII Paratroopers
72 ESPN Major League Baseball
80 The Fast and the Furious
84 Final Fantasy XI
78 Firefighter F.D.18
66 James Bond 007: Everything or Nothing
74 La Pucelle: Tactics
82 Lifeline
80 Micro Mayhem
72 MVP Baseball 2004
80 MX Unleashed
73 NBA Ballers
72 NFL Street
66 The Nightmare Before Christmas
78 Psi-Ops: The Mindgate Conspiracy
76 Red Ninja: End of Honor
70 The Red Star
76 Samurai Warriors
73 Showdown: Legends of Wrestling
64 Silent Hill 4
78 Splinter Cell: Pandora Tomorrow
82 The Suffering
66 Terminator 3: Redemption
68 Transformers Armada: Prelude to Energon
74 Trivial Pursuit Unhinged
73 World Soccer: Winning Eleven 7
74 Worms 3D
74 Wrath Unleashed

SILENT HILL 4

The creepiness continues

Ready to get creeped out again? Fresh off the best game in the series, Konami is already hard at work on *Silent Hill 4*, scheduled for release later this year. This is the first time you're seeing it anywhere.

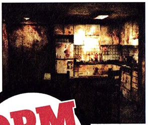
As with previous games in the series, an eerie premise sets the tone for the adventure ahead. Protagonist Henry Townsend, a resident of Ashfield (a town near Silent Hill), awakens from a nightmare only to find himself locked in his apartment. "The windows do not open, the walls cannot be broken down, the telephone does not work, and nobody can hear his voice from the outside," the game's producer, Akira Yamaoka, tells us. "[The front door is] locked with chains and a huge lock. In short, he's trapped.

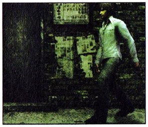
"On the fifth day that Henry finds himself locked in his apartment, he sees a huge hole in his bathroom wall," Yamaoka continues, without a hint of humor as to how bizarre that sounds. "Henry cannot stop himself from climbing inside. Beyond the hole, he finds himself in a gore-filled world where there are strange creatures and ghosts." Hmm...any idea where *that* could be?

And therein lies the mystery for Henry. He can enter the creepy hole and encounter various monstrosities, or stay in the safety of his own room, which would make for a pretty boring game. "The theme of the story lies in solving the connection between the room where you live and the alternate world," says Yamaoka. "Why is the alternate world tied to your room?"

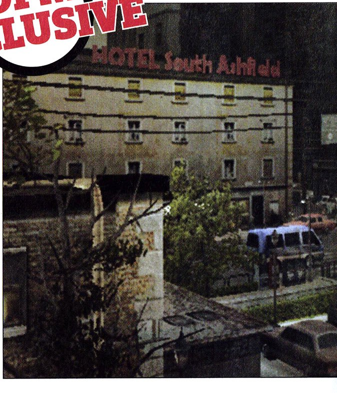
We can't wait till we're able to answer that question ourselves.

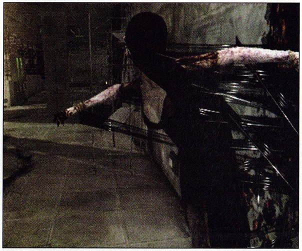
Publisher: Konami **Developer:** Konami **Release Date:** Fall

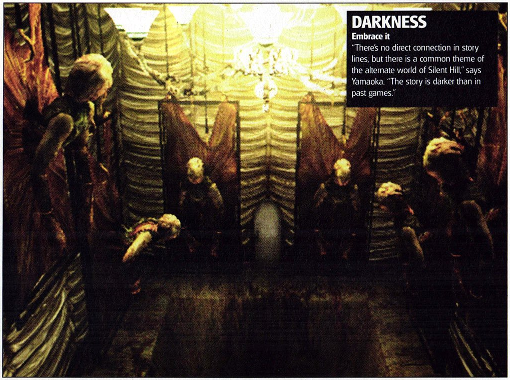




OPM EXCLUSIVE







DARKNESS

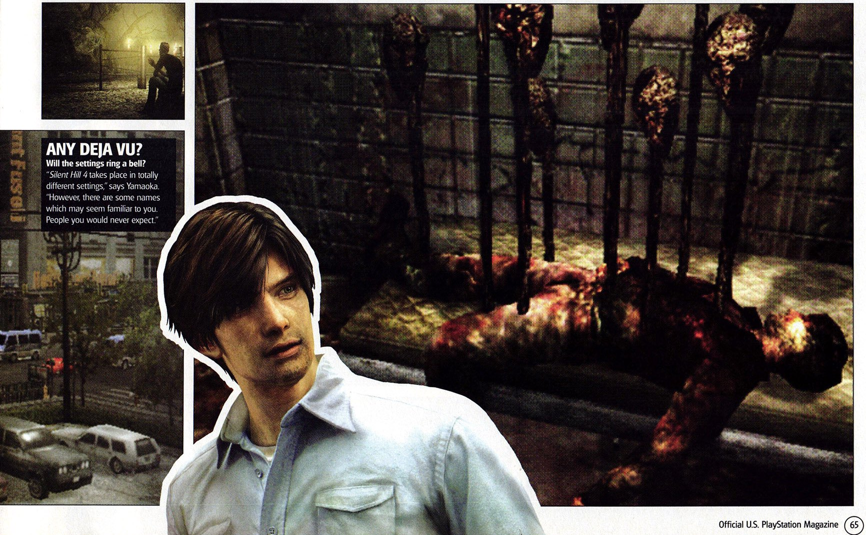
Embrace it

"There's no direct connection in story lines, but there is a common theme of the alternate world of Silent Hill," says Yamaoka. "The story is darker than in past games."

RUMOR DEBUNKED!

No Metal Gear Solid 3 connection

It seems that a current rumor started by European websites suggests that *Silent Hill 4* uses the same gameplay engine as Konami's own *Metal Gear Solid 3: Snake Eater.* Not so, says producer Yamaoka. "That is a rumor," he laughs. "It's mysterious to hear such things!"

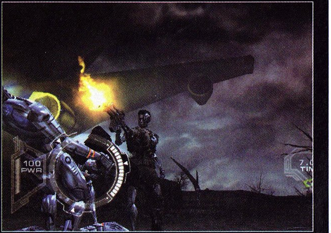


ANY DEJA VU?

Will the settings ring a bell?

"*Silent Hill 4* takes place in totally different settings," says Yamaoka. "However, there are some names which may seem familiar to you. People you would never expect."

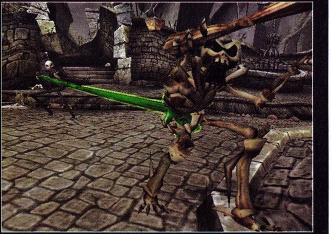
DID YOU KNOW?
As an homage to past *Peanuts* specials, you never see any adult faces in *The Nightmare Before Christmas.*

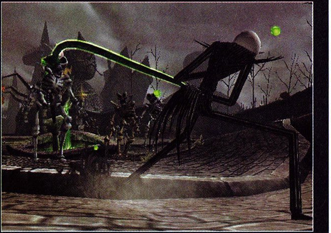


TERMINATOR 3: REDEMPTION

The best part of *T3: Rise of the Machines* (see Reviews) is the included demo of *T3: Redemption*. Again starring Arnold, *Redemption* is a third-person shooter with lots of vehicular mayhem. Besides hoofing it on foot in the future, Arnold jumps into jeeps, helicopters, and even the future-killer tanks that SkyNet uses. The sharper graphics and better controls already make it better than *Rise of the Machines*.

Publisher: Atari **Developer:** Paradigm **Release Date:** Summer





THE NIGHTMARE BEFORE CHRISTMAS

Capcom recently supplied us with a bunch of new screenshots from *The Nightmare Before Christmas*. Only thing is, the company is still keeping mum on the details. All we know is what Capcom has previously announced (i.e., it's a sequel, and it features puzzles to solve) and what we can infer from the new screens. Looks like Jack Skellington uses some sort of mighty phlegm against the forces of evil. We shall see.

Publisher: Capcom **Developer:** Capcom **Release Date:** October

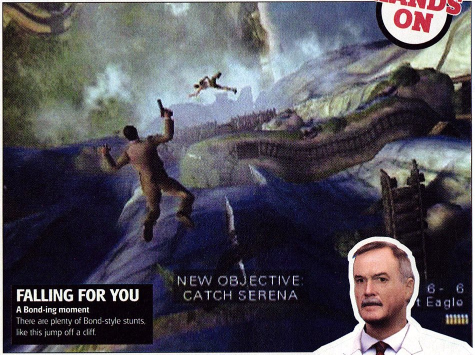
JAMES BOND 007
EVERYTHING OR NOTHING

Everything Bond and nothing bad

This is the first Bond game that feels like, well, a Bond movie. With an all-star cast (Brosnan, Willem Dafoe, Heidi Klum, etc.) lending voices and faces, you can't get much closer to the real deal. Don't assume that the third-person view means the game is slow and stealthy—*Everything or Nothing* is quite action packed. The context-sensitive melee combat means that you need only two buttons to make Bond punch, kick, grapple, or throw baddies over ledges. The aiming scheme combines lock-on with manual; you can automatically target center-of-mass, then fine-tune your aim for a head shot, which is both newbie-friendly and hardcore. Our favorite feature? A free-falling level in which Bond jumps down to save Shannon Elizabeth—without a parachute or a rope.

Publisher: EA Games **Developer:** EA Redwood Shores **Release Date:** February

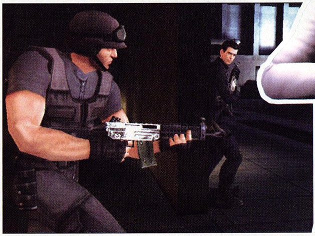
HANDS ON

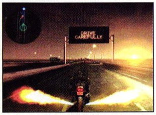


FALLING FOR YOU

A Bond-ing moment

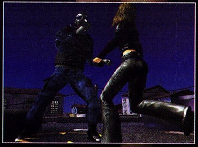
There are plenty of Bond-style stunts, like this jump off a cliff.



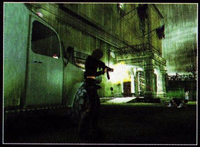


STEALTH BOMBSHELL

PRE-ORDER NOW & RECEIVE A LIMITED EDITION **SYDNEY BRISTOW POSTER**

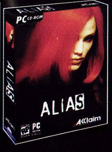


High-impact, motion-captured combat



Spy gadgets, high-tech & makeshift weaponry

Intense camera work from multiple angles



BASED ON AN ORIGINAL STORY FROM THE CREATORS OF THE SMASH HIT TV SERIES>>

She's a stealth bombshell with spy skills. A covert agent with kung-fu moves. For Sydney Bristow life is the deadliest of games—one of infiltration, espionage and action. Now her mission is yours. Go deep into her dangerous world and unlock the secrets behind TV's hottest sensation.

ALIAS™

TEEN
T
CONTENT RATED BY ESRB
Violence

abc Watch Alias Sundays 9/8c on ABC

BUENA VISTA INTERACTIVE

XBOX

PlayStation 2

Acclaim®
www.acclaim.com

ALIASTHEGAME.COM

® & © 2003 Acclaim Entertainment, Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. © Touchstone Television.

What the hell is Energon?

47 This number is used in many instances on the *Alias* TV show and is a sort of inside joke.

ALIAS

HANDS ON

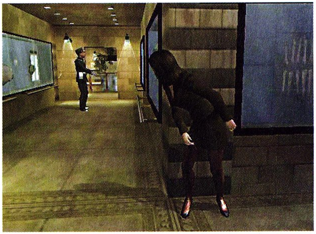
Cocktail dress included

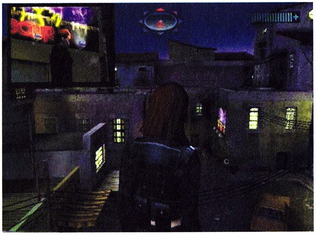
If you've ever wanted to be a super she-spy who can also serve a mean Bloody Mary, then look no further than *Alias*.

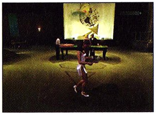
Taking place after the infamous Super Bowl episode, *Alias* feels like a lost episode (or two) of the second season, thanks to the authentic script and voiceovers. For example, an early mission involves finding detailed plans for yet another Rambaldi device (an oft-used story line from season one). You have to plant a radioactive serum in a drink, serve said drink, then sneak around the rest of the level.

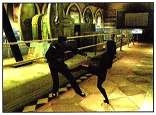
The controls feel solid and pretty much resemble the feel of any traditional third-person sneaker (except the camera is a bit fast and wonky during combat). We like that the splitscreen mode, which shows incoming guards and other threats on one side of the screen and you on the other, both alerts you and builds tension.

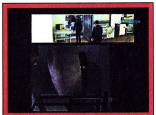
Publisher: Acclaim **Developer:** Acclaim Studios Cheltenham **Release Date:** March







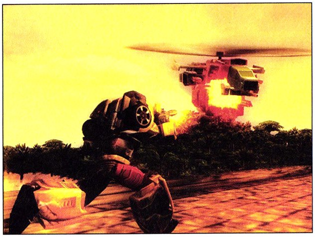


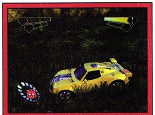


DOING THE SPLITS

Slicing the screen for tension

Instead of a timer or radar, you're shown incoming threats or other necessary information via splitscreen. Acclaim wants to warn the player in a more cinematic way by ditching the played-out flashing radar screen.





TRANSFORM

And roll out...

The level we played shows potential for a solid balance of robot- and automobile-based action throughout. Some situations require Hotshot to shoot Decepticlones in robot form and others require the speed of a sports car, but most of the time, it's just *your* choice.

TRANSFORMERS ARMADA

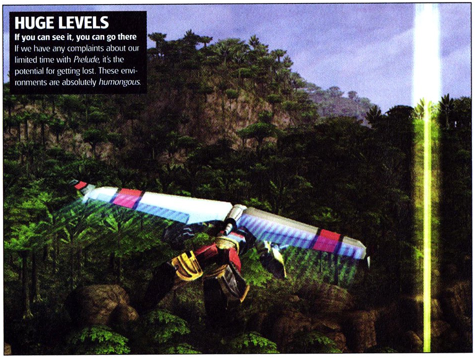
PRELUDE TO ENERGON

HANDS ON

Now officially worth looking forward to

If you're like us, your hopes for Atari's *Transformers* game have been Mini-Con-sized at best. After all, it's based on the stupid *Armada* generation, and, well...it's a freakin' *Transformers* game. But put away those "I hope it'll be at least mediocre" thoughts. We've played a good portion of the game's *huge* Amazon level, and it isn't merely enough to satisfy...*Prelude to Energon* is a damn fine videogame. Our early version allows play only as the speedster Hotshot, but it offers a pleasing mix of third-person shooting, driving, exploration, and—*oh, yeah*—transforming!

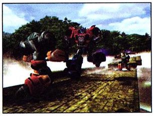
Publisher: Atari **Developer:** Melbourne House **Release Date:** May

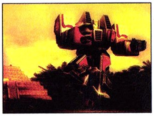


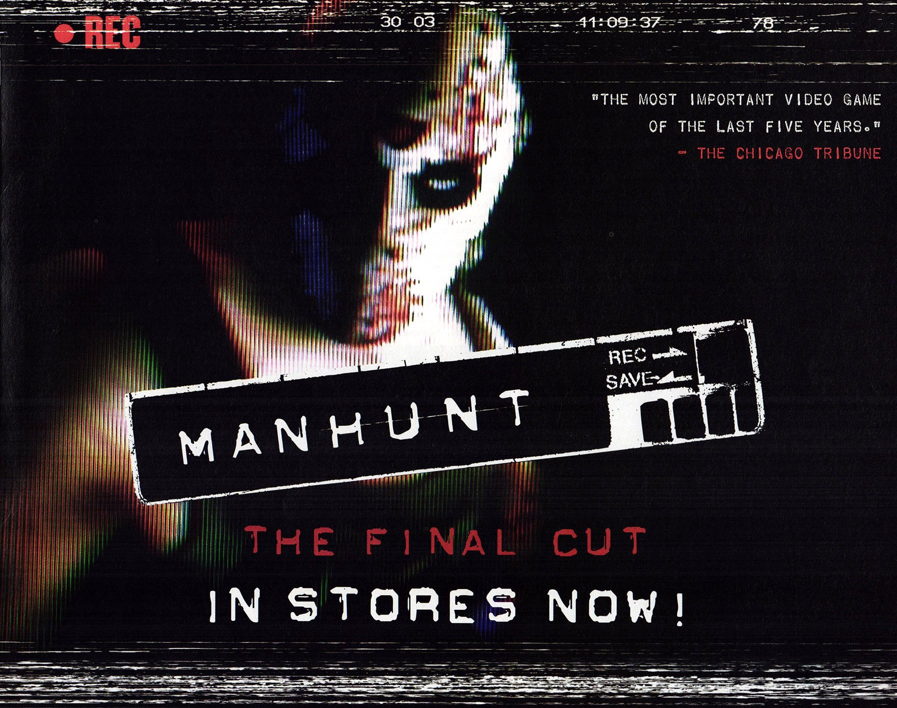
HUGE LEVELS

If you can see it, you can go there

If we have any complaints about our limited time with *Prelude*, it's the potential for getting lost. These environments are absolutely *humongous*.







WWW.ROCKSTARGAMES.COM/MANHUNT

MATURE 17+
M
CONTENT RATED BY ESRB

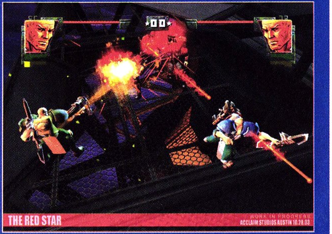
Strong Language
Blood and Gore
Intense Violence

PlayStation 2

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2003 Rockstar Games, Inc. Manhunt and the Manhunt logo are trademarks of Take-Two Interactive Software, Inc. Rockstar Games and the R logo are registered trademarks of Take-Two Interactive Software, Inc. Rockstar Games and Rockstar North are subsidiaries of Take-Two Interactive Software, Inc. All other marks and trademarks are properties of their respective owners. All Rights Reserved. Product names are the trademarks of their respective owners, and not of Rockstar Games, Inc., and are included for entertainment purposes only. No product, person or establishment appearing or mentioned in this game has endorsed this game or any of the actions described or displayed herein or is in any way associated with Rockstar Games, Inc. Note: Rockstar will be following ESA guidelines for M rated games in the marketing of this game. This game contains violent language and behavior and may not be appropriate for persons under the age of 17. The story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.

100 bullets?
More like 100s
and 100s of 'em!

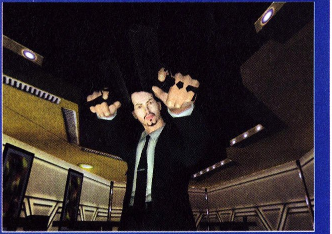
BACK IN BATS
100 Bullets creator Brian Azzarello is also keeping himself busy these days as writer for DC's *Batman* series.

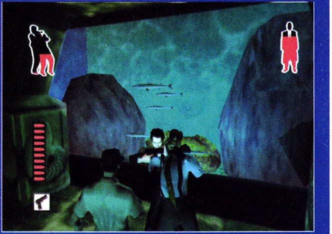


THE RED STAR

Using Christian Gossett's distinguished art style, which combines computer animation and digital painting, Archangel Studios' *The Red Star* has become one of the most-talked-about independent comic-book series in recent years. Acclaim's beat-'em-up adaptation takes place in the comic's corrupt future run by the United Republics of the Red Star. Use melee and ranged combat with three Heroes of the Red Star.

Publisher: Acclaim **Developer:** Acclaim Austin **Release Date:** September





100 BULLETS

Brian Azzarello is taking a very active role in *100 Bullets*, a game based directly on the *Vertigo* comic-book series he's written for nearly 50 issues. So how can anyone game-ify a comic so dependent on slow pace? Well...we're not entirely sure. But we do know you play as Cole Burns and Snow Falls, and their stories come together near the end. Acclaim also promises us a feature that "blows away bullet time." We shall see.

Publisher: Acclaim **Developer:** Acclaim Austin **Release Date:** October

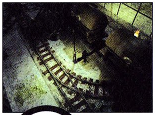
COMBAT ELITE WWII PARATROOPERS

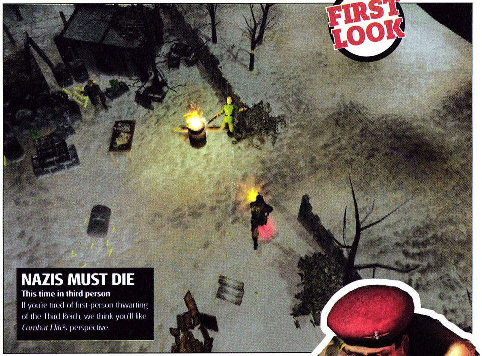
Just call it World War II: Dark Alliance

Between *Dark Alliance II*, *Champions of Norrath*, and *Fallout: Brotherhood of Steel*, the *Baldur's Gate: Dark Alliance* engine sure is getting a workout these days. But would you ever suspect its use in a World War II game? Neither would we, but that's exactly what BattleBorne—a team of ex–*Dark Alliance* guys from Snowblind Studios, who are getting tired of Nazi-busting first-person shooters—is doing with *Combat Elite: WWII Paratroopers* (a title we're told will likely change).

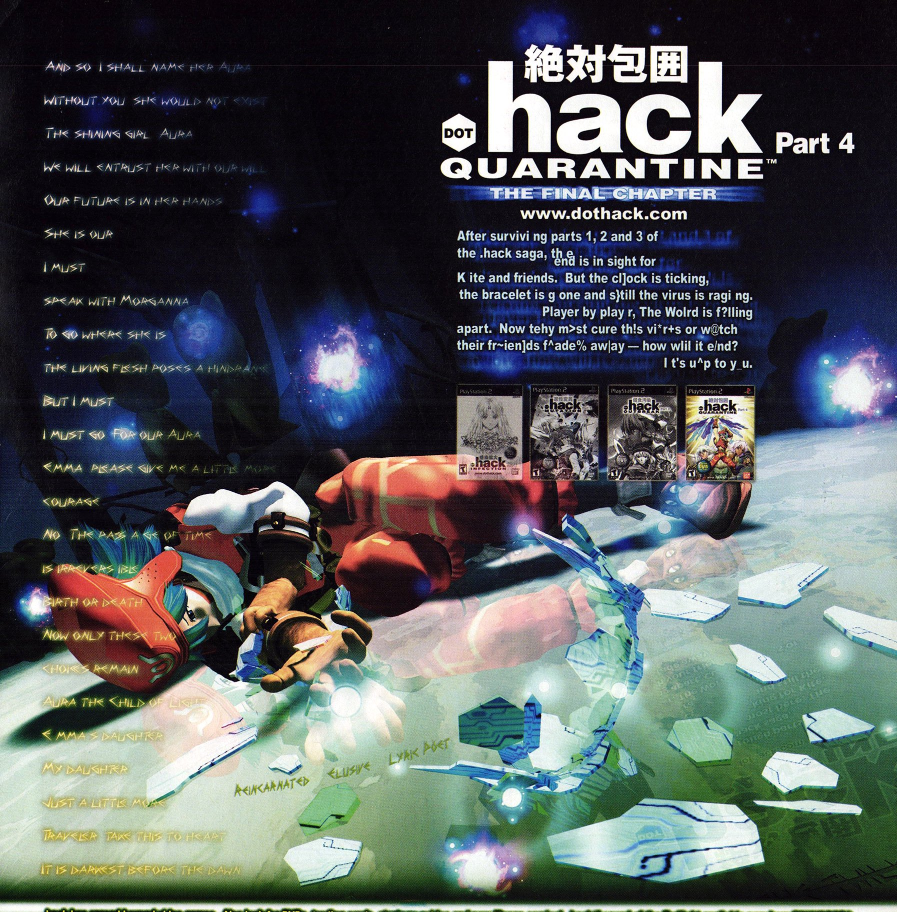
Beginning with D-Day, prepare to embark upon more than 60 missions with three intelligent squadmates (one controlled by a friend, if you wish). Start as a private and move forward in rank as you advance across Europe, including notorious battles like Market Garden.

Publisher: Acclaim **Developer:** BattleBorne **Release Date:** June 6 (60 years after D-Day)





NAZIS MUST DIE
This time in third person
If you're tired of first-person thwarting of the Third Reich, we think you'll like *Combat Elite's* perspective.


AND SO I SHALL NAME HER AURA
WITHOUT YOU SHE WOULD NOT EXIST
THE SHINING GIRL AURA
WE WILL ENTRUST HER WITH OUR WILL
OUR FUTURE IS IN HER HANDS
SHE IS OUR
I MUST
SPEAK WITH MORGANNA
TO GO WHERE SHE IS
THE LIVING FLESH POSES A HINDRANCE
BUT I MUST
I MUST GO FOR OUR AURA
EMMA PLEASE GIVE ME A LITTLE MORE
COURAGE
NO THE PASS A GE OF TIME
IS IRREVERS IBLE
BIRTH OR DEATH
NOW ONLY THESE TWO
CHOICES REMAIN
AURA THE CHILD OF LIGHT
EMMA S DAUGHTER
MY DAUGHTER
JUST A LITTLE MORE
TRAVELER TAKE THIS TO HEART
IT IS DARKEST BEFORE THE DAWN
REINCARNATED
ELUSIVE
LYRIC POET
PlayStation 2
.hack
INFECTION
.hack
MUTATION
.hack
OUTBREAK
.hack
QUARANTINE
Part 4

絶対包囲
DOT .hack Part 4
QUARANTINE™
THE FINAL CHAPTER

www.dothack.com

After survivi ng parts 1, 2 and 3 of the .hack saga, th e end is in sight for K ite and friends. But the cl]ock is ticking, the bracelet is g one and s}till the virus is ragi ng. Player by play r, The Wolrd is f?lling apart. Now tehy m>st cure th!s vi*r+s or w@tch their fr~ien]ds f^ade% aw|ay — how wlil it e/nd? I t's u^p to y_u.

.hack has spread beyond video games. Also look for DVDs, trading cards, strategy guides and now Manga comics! .hack//Legend of the Twilight available now from TOKYOPOP®.

TEEN
T
CONTENT RATED BY
ESRB

Mature Sexual Themes
Mild Language
Violence

DOT .hack//SIGN

As seen on
CARTOON NETWORK

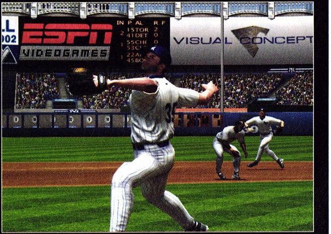
PlayStation®2

BANDAI®

TM&© 2001-2004 Bandai Program © 2001-2004 Bandai. DOT HACK//SIGN TM & © 2002-2004 Bandai. Based on the original concept developed by Project.hack. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. CARTOON NETWORK and logo are trademarks of and © Cartoon Network. (s03)

Score!

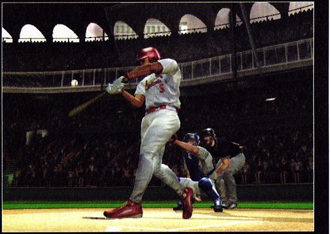
DID YOU KNOW?
When not doing *ESPN Sunday Night Baseball*, Jon Miller commentates for the San Francisco Giants.

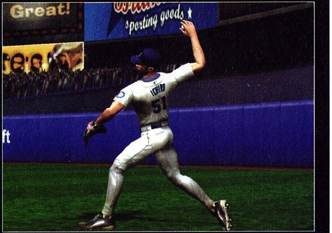


ESPN MAJOR LEAGUE BASEBALL

Will an ESPN facelift to Sega baseball make it rise above the competition? It certainly can't hurt. Broadcasters Jon Miller and Karl Ravech team up for commentary, and we're also promised cut-scenes and dynamic close-ups that mimic the presentation style of the total sports network. The new K-Zone feature visualizes players' unique strike zones, and GameCast gives pitch-by-pitch accounts of simmed games.

Publisher: Sega/ESPN Videogames **Developer:** Visual Concepts **Release Date:** Spring





MVP BASEBALL 2004

Fresh off a successful (if somewhat flawed) rookie year, EA's *MVP Baseball* series is the early favorite for 2004's best PS2 baseball game. Although the most exciting addition is obviously online play, the new batting system is the biggest addition, as it allows total control of your swing with the left analog stick. We're also psyched about the inclusion of all AA and AAA teams for the new Dynasty mode!

Publisher: EA Sports **Developer:** EA Canada **Release Date:** Spring

NFL STREET

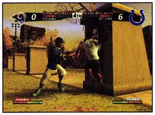
Necessary roughness

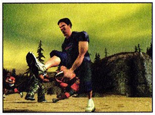
Ah, the joy of playing football in the street—no crowds, no refs, just pure gridiron action. But make no mistake about it, *NFL Street* is hardly just a normal football game in a new setting. For one thing, the game features 7-on-7 gameplay with players handling both offensive and defensive duties. The environments also affect how players perform. So, for example, sand slows down the overall pace, while blacktop gives the advantage to quicker players.

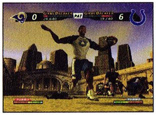
Of course, the current NFL stars won't be the only ones hitting the streets. A number of old-school players and legends make appearances as well, including William "The Refrigerator" Perry, Lawrence Taylor, and the recently retired Barry Sanders.

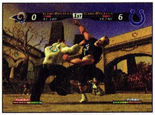
NFL Street also includes online play and plenty of special items to unlock (namely, new clothing for the players).

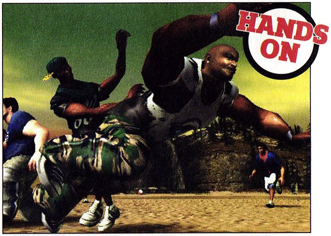
Publisher: EA Sports Big **Developer:** Tiburon **Release Date:** January

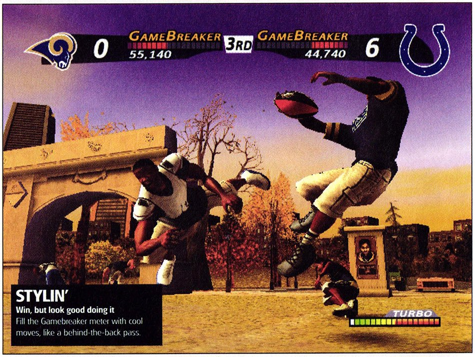




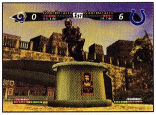


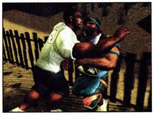


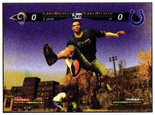




STYLIN'
Win, but look good doing it
Fill the Gamebreaker meter with cool moves, like a behind-the-back pass.

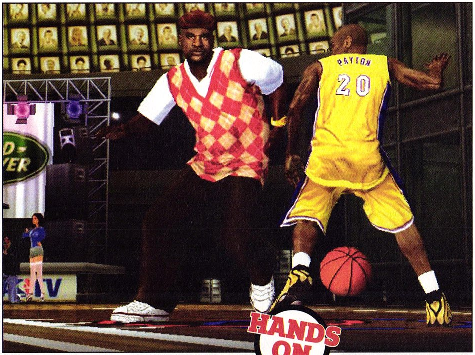






64,000 Shaq's enormous house in Orlando covers this many square feet. It's also his shoe size.

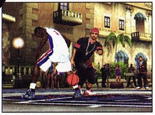
www.ultimatewarrior.com Go here to read the insane ramblings of the Warrior himself!



HANDS ON

NBA BALLERS

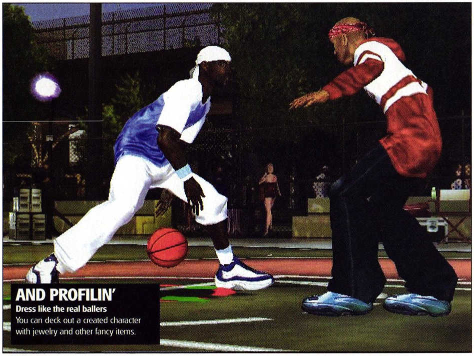
Don't mean a thing without the bling



If anyone can make a 1-on-1 arcade basketball game like *NBA Ballers* work, it's Midway. The creators of *NBA Jam* and its arcade successors have transformed the typical 1-on-1 formula by giving you dozens of jukes and special moves to break your opponent's ankles. In addition to all of the basic *Jam*-type features—like catching fire after hitting three straight shots—expect some fun little touches, like passing the ball to someone in the crowd for a little give-and-go action.

Ballers also offers a couple of different tournament options, as well as a mode where you build a player from the ground up. After each win, your individual character statistics improve depending on your performance, so, if you've made a lot of three pointers, then that stat level will increase. You can also earn some serious bling for your player as you progress further into the game.

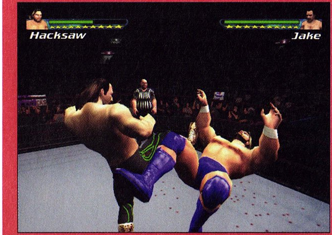
Publisher: Midway **Developer:** Midway **Release Date:** February

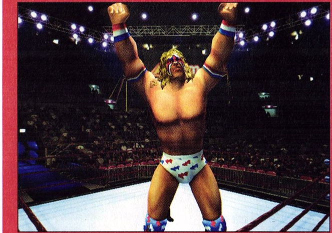


AND PROFILIN'

Dress like the real ballers

You can deck out a created character with jewelry and other fancy items.

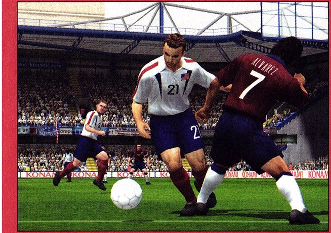




SHOWDOWN: LEGENDS OF WRESTLING

The "golden age" of professional wrestling lives on in the third *Legends of Wrestling* game. *Showdown*'s roster includes some of the biggest names in wrestling, including the Ultimate Warrior, Jake "the Snake" Roberts, and Bret Hart. There's also two-man commentary and new match types—one of which lets you relive 16 of professional wrestling's most entertaining matches in real, licensed venues.

Publisher: Acclaim **Developer:** Acclaim Studios Austin **Release Date:** April



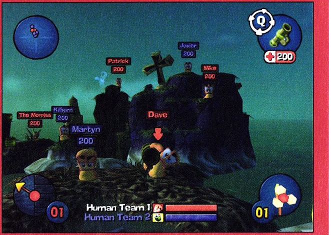
WORLD SOCCER: WINNING ELEVEN 7 INT'L

Konami's making a big push to topple *FIFA* as the dominant soccer series in North America with its next *Winning Eleven* game. Not only has it implemented a brand-spanking-new graphics engine to create better player models, but Konami has also improved the Master League mode to allow players to dive much deeper into the world of team management than they could in last year's version.

Publisher: Konami **Developer:** Konami Tokyo **Release Date:** February

Brains and brawn.

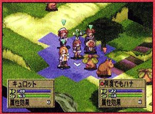
REMEMBER WHEN...?
Archon unleashed its wrath on PC gamers in 1983 by combining chesslike strategy with an action game.



WORMS 3D

As possibly the greatest cult-classic series in the history of strategy videogames, *Worms* has developed quite a following. In 3D for the first time, *Worms 3D* offers a new way for as many as four four-member teams of angry annelids to blast away at each other in a turn-based fashion. Judge wind and other factors as you utilize classic weapons (bazooka, missiles...sheep) and some new ones optimized for 3D play.

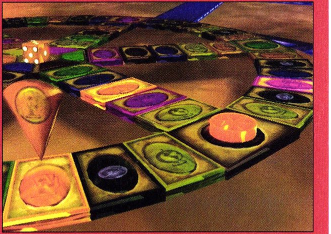
Publisher: Acclaim **Developer:** Team17 **Release Date:** March



LA PUCELLE: TACTICS

Fans of the surprise strat-RPG hit *Disgaea* will get another helping soon when *La Pucelle: Tactics* hits shelves. The "demon-hunter cadets go out into the world" story line promises more wackiness, and the modified tactical battle system is different, without losing any depth. Though publisher Mastiff is a relative newcomer to the scene, its experienced staff ought to do a great job with this one.

Publisher: Mastiff **Developer:** Nippon Ichi **Release Date:** Spring



TRIVIAL PURSUIT UNHINGED

Artech Studios doesn't have a great track record lately (just check out *Wheel of Fortune* and *Jeopardy!*—or better yet, don't). However, *Trivial Pursuit Unhinged* includes several cool features that make it more than just a videogame version of a board game. For example, Unhinged mode adds a bigger party element, enabling you to wager wedges. Meanwhile, six B-list celebrities (Whoopi, etc.) voice questions.

Publisher: Atari **Developer:** Artech Studios **Release Date:** March

WRATH UNLEASHED

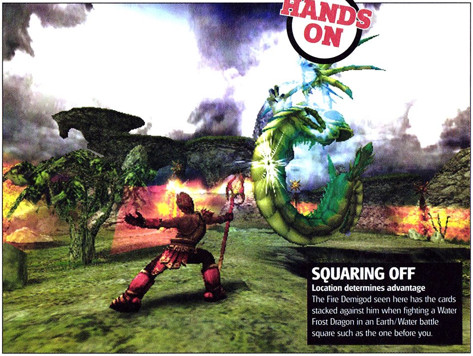
Archon reborn

Your impression of *Wrath Unleashed* will depend on which half of the game you see. If you see one screen, you might think it's a 3D fighter, see another and you might believe it's a strategy board game. Actually, like the PC cult classic *Archon*, it's two games in one.

Each army of fantasy creatures looks small on the hexagon-laden strategy map, which is divided by different elemental properties. On a large scale, the goal is to take control of key spots, netting your side more energy to power magical support spells and thus shape the field's elements to your advantage. It takes a lot of smaller individual battles—fast-paced real-time clashes in trap-filled arenas—to get there, though, as the "pieces" suddenly turn into towering 3D monsters with physical and magical attacks. A four-player multiplayer mode rounds out the package, making this a unique addition to PS2's small lineup of party games.

Publisher: LucasArts **Developer:** The Collective **Release Date:** February

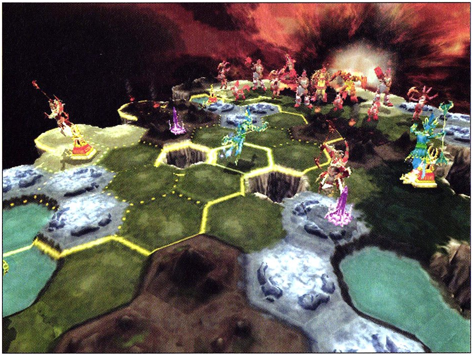
HANDS ON



SQUARING OFF

Location determines advantage

The Fire Demigod seen here has the cards stacked against him when fighting a Water Frost Dragon in an Earth/Water battle square such as the one before you.

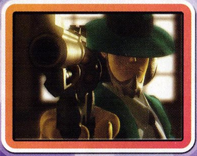


Fantastic heists, impossible escapes, and busty brunettes — all in a day's work for anime's favorite thief.

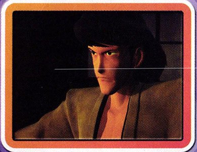
LUPIN THE 3RD

TREASURE OF THE SORCERER KING

Use disguises and stealth to evade your enemies, especially Interpol Inspector Zenigata.



Play as gun-toting Jigen...



...or the sword wielding samurai, Goemon.

Can you pull off the ultimate heist?

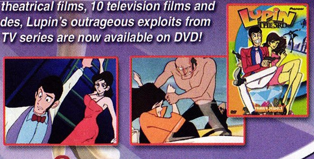
Solve puzzles and gather clues to loot the King's fortune in this cinematic action adventure!

As seen on Cartoon Network's Adult Swim block and available on DVD!

The star of 6 theatrical films, 10 television films and 228 TV episodes, Lupin's outrageous exploits from the hilarious TV series are now available on DVD!

ADULT SWIM. PUSHING TV'S BUTTONS

CARTOON NETWORK



Pioneer sound.vision.soul

www.bandaigames.com

TEEN T CONTENT RATED BY ESRB

Mild Language and Violence

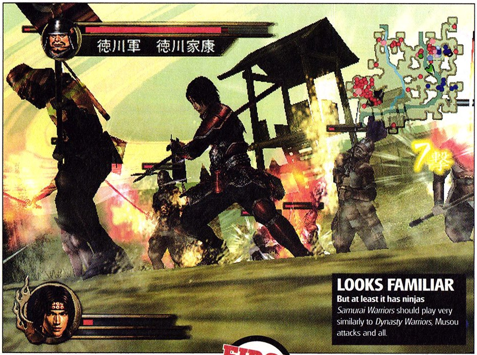
BAN DAI®

LUPIN THE 3rd

LUPIN THE THIRD © Monkey Punch/TMS/NTV.
All Rights Reserved. © 2003 BANPRESTO © 2003 BANDAI
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. ADULT SWIM and all related characters and elements are trademarks of and © Cartoon Network
(s03)

PlayStation®2

HEY, KOEI!
We want an unlockable samurai based on Tom Cruise's most recent movie role!



LOOKS FAMILIAR
But at least it has ninjas
Samurai Warriors should play very similarly to *Dynasty Warriors*, Musou attacks and all.

SAMURAI WARRIORS

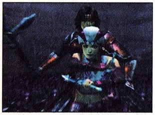
FIRST LOOK

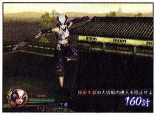
The Dynasty is over (well...for now)

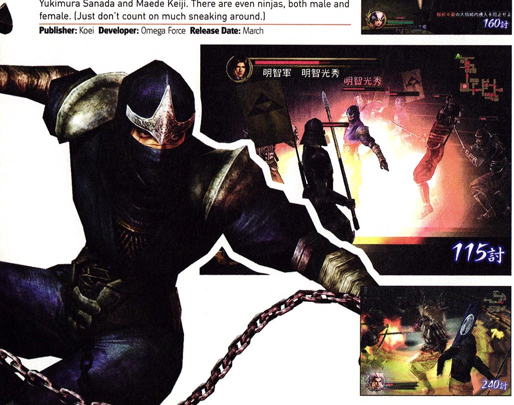
Anticipating *Dynasty Warriors 5* this year? Tough. You're not getting it. But Koei does have a very similar tactical-action game in store for you.

Samurai Warriors takes the tried-and-true gameplay established in the *Dynasty Warriors* series and moves it from the Chinese Three Kingdoms era to medieval Japan. So instead of busting out the Musou attacks with characters you were just getting to know (like Liu Bei and Cao Cao), you're now presented with 15 characters you're familiar with only if you're into Japanese history, including such samurai heroes as Yukimura Sanada and Maede Keiji. There are even ninjas, both male and female. (Just don't count on much sneaking around.)

Publisher: Koei **Developer:** Omega Force **Release Date:** March






明智軍 明智光秀
明智光秀
115討
240討

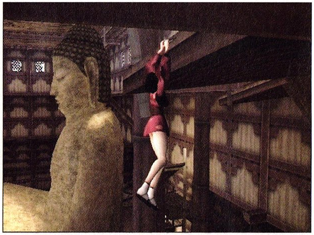
RED NINJA
END OF HONOR

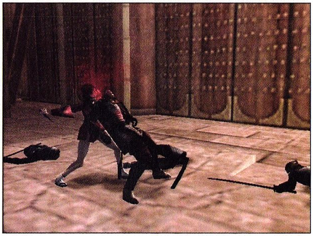
Getting the hang of it

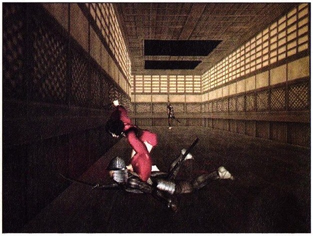
Imagine not only witnessing your father's murder, but also being hanged and left for dead by the people who killed him...only to survive. Yeah, you'd probably want some revenge—and that's exactly what the female lead, Kurenai, seeks in *Red Ninja: End of Honor*.

Set in feudal Japan, *Red Ninja* pits Kurenai against the Black Lizard clan. Her primary weapon: the very same tether she was hanged with. Fortunately, she's become skilled with the rope and can use it to target enemies' specific body parts to entangle them, rip off their limbs, or even hang them. In addition to the rope's three attachments (which give it more versatility), Kurenai has the standard ninja arsenal, including smoke bombs, blowguns, and crazy explosives.

Publisher: Vivendi Universal Games **Developer:** Tranji **Release Date:** Fall



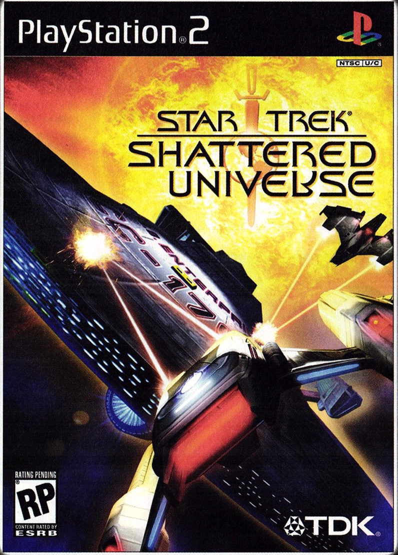




EB GAMES™
electronics boutique®

All Hands to Battle Stations!

Get ready for a frenetic, adrenaline-pumping experience in an entirely new breed of Star Trek game – Star Trek: Shattered Universe



#233482-9 $39.99

Get Star Trek: Shattered Universe for PlayStation 2

FREE

when you trade-in 4 non-sport PlayStation 2, Xbox or Nintendo GameCube games.

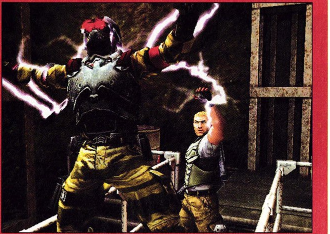
Limit one per customer. Cannot be combined with any other trade-in offer or promotion. Not valid on previous purchases. Coupon must be present at time of purchase. No rain checks will be issued. No duplicate titles. Boxes and instructions must be included. Customer is responsible for sales tax in some states. Offer valid 1/13/04-2/13/04. Typographical errors are not the responsibility of EB Games. Some exclusions may apply. See sales associate for complete details. EBC3003274.

EB GAMES
electronics boutique

Call 1-800-800-5166 for the store nearest you or visit us at www.ebgames.com

Men on duty.

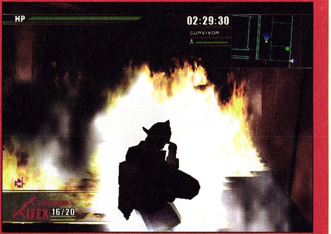
500K+ Number of fires per year attributed to arson. That's about one-fourth of all fires total.



PSI-OPS: THE MINDGATE CONSPIRACY

What a pleasant surprise! Before Midway demonstrated this game formerly known as *ESPionage* to us, we were chalking it up as just another military-operations title. *Psi-Ops* is unique, though. Your six mind powers (telekinesis, pyrokinesis, remote viewing, etc.) aren't just a gimmick—they offer you a chance to surpass any given obstacle in *several* different ways. Stay tuned next month for a more in-depth look.

Publisher: Midway **Developer:** Midway **Release Date:** May



FIREFIGHTER F.D.18

If you were one of those kids who wanted to be a fireman when you grew up, Konami has the game for you. In *Firefighter F.D.18*, you jump into blazing infernos in third person and complete objectives such as, well, putting out fires and saving civilians. While playing the preview version, we encountered tools like the trusty fire hose, the ax, and fire-retardant foam—we only hope you can also use the jaws of life!

Publisher: Konami **Developer:** Konami Tokyo **Release Date:** March

AIRFORCE DELTA STRIKE

It's not easy to make an arcadey flight game that stands out from the *Ace Combat*-influenced norm, but *AirForce Delta Strike* is certainly giving it a go. The hook? A character-driven story. Through a ton—and we mean a *ton*—of in-flight chatter (complete with anime-influenced hand-drawn art representing the different characters), you'll find yourself sucked into heated rivalries and political maneuvering.

Publisher: Konami **Developer:** Konami **Release Date:** February

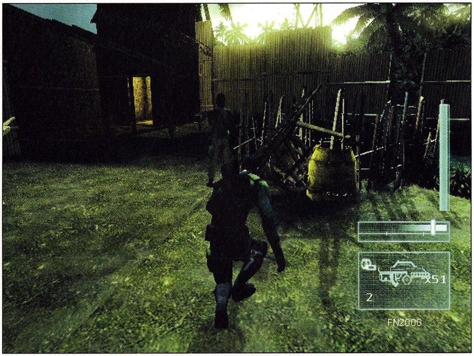
SPLINTER CELL
PANDORA TOMORROW

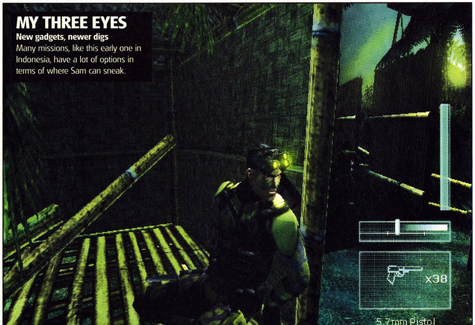
Splintering off into its own game

Sam Fisher has learned a lot since *Splinter Cell*. He has new moves, such as the half-split jump and the SWAT turn, plus better gadgets, like the laser-sighted pistol and thermal/night-vision-upgraded optical cables. Placing him in larger, more open-ended levels means that Sam has more ways to approach a situation.

And we're still excited about the slick new multiplayer mode, where up to four players can split themselves into teams of mercenaries and spies. Spies are veritable Sam Fisher Juniors, with gadgets and stealthiness, while mercs carry guns and spy-detecting equipment, all via a first-person viewpoint. If you ask us, we prefer the spy side, if only to get a chance to toy with the mercenary players in the dark.

Publisher: Ubisoft **Developer:** Ubisoft Shanghai **Release Date:** March



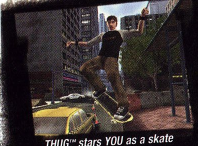


MY THREE EYES

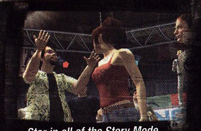
New gadgets, newer digs

Many missions, like this early one in Indonesia, have a lot of options in terms of where Sam can sneak.

"10 OUT OF 10" -GMR



THUG™ stars YOU as a skate punk out to make it big.



Star in all of the Story Mode movies alongside the pros.

Do whatever it takes – run, climb, and of course, skate – to make it to the top.

Put your face in the game to skate as YOU.*

TONY HAWK'S UNDERGROUND

"5 out of 5"
– Maxim Magazine

"...one of the best games of the year."
– GameSpy

"Driving! Climbing! Building! Running! Skating will NEVER be the same again!"
– Official PlayStation 2 Magazine [U.K.]

NOW AVAILABLE
THUGONLINE.COM

PlayStation 2 | XBOX | NINTENDO GAMECUBE | GAME BOY ADVANCE | Vicarious Visions | POWERED BY: gamespy | AT&T Wireless | ONLINE BROADBAND AND DIAL-UP

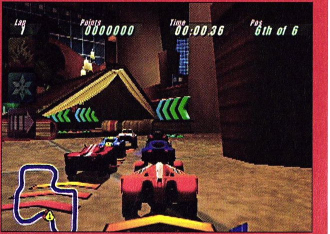
*Face mapping technology is exclusive to PlayStation®2 computer entertainment system and requires online connectivity.

TEEN
T
CONTENT RATED BY ESRB
Blood
Mild Violence
Strong Language
Suggestive Themes
Game Experience May Change During Online Play.

© 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and THUG is a trademark of Activision, Inc. and its affiliates. All rights reserved. Tony Hawk is a trademark of Tony Hawk. PlayStation 2, GameCube and Xbox versions developed by Neversoft Entertainment, Inc. Game Boy Advance version developed by Vicarious Visions. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online icon is a trademark of Sony Computer Entertainment America Inc. TM, ® Game Boy Advance and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners. Maxim Magazine © Dennis Publishing, Inc.

NEVERSOFT
ACTIVISION

3 Recent or soon-to-be-released PS2 games with *Unleashed* in the title (*MX, Wrath,* and *Wakeboarding*).



MICRO MAYHEM

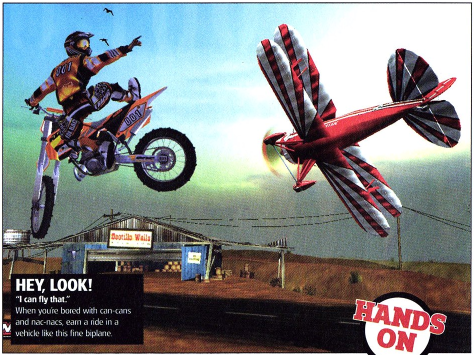
If you were to label the vehicles in *Micro Mayhem* as Micro Machines, technically, you'd be wrong...but not *too* far off. You race these miniature cars across a variety of tracks; some races take place within a house (the cellar, the kitchen), while others are in more exotic locales (the lab, the tomb). If you tire of the canned races, you can use the track editor to create your own tracks within the levels.

Publisher: Jaleco **Developer:** Jaleco **Release Date:** February

THE FAST AND THE FURIOUS

Oh, look...another street-racing game imitating *The Fast and the Furious*. Oh, wait, this *is The Fast and the Furious*! Set on the mean streets of L.A., *Furious* draws on vehicles and characters from the films, including Brian, Suki, and O.J. Expect to slap some crazy mods on your ride—but, since it's developed by Genki (*Tokyo Xtreme Racer*), it might end up being a bit more sim and a little less arcade.

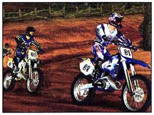
Publisher: Vivendi Universal **Developer:** Genki **Release Date:** Summer



HEY, LOOK!
"I can fly that."
When you're bored with can-cans and nac-nacs, earn a ride in a vehicle like this fine biplane.

MX UNLEASHED

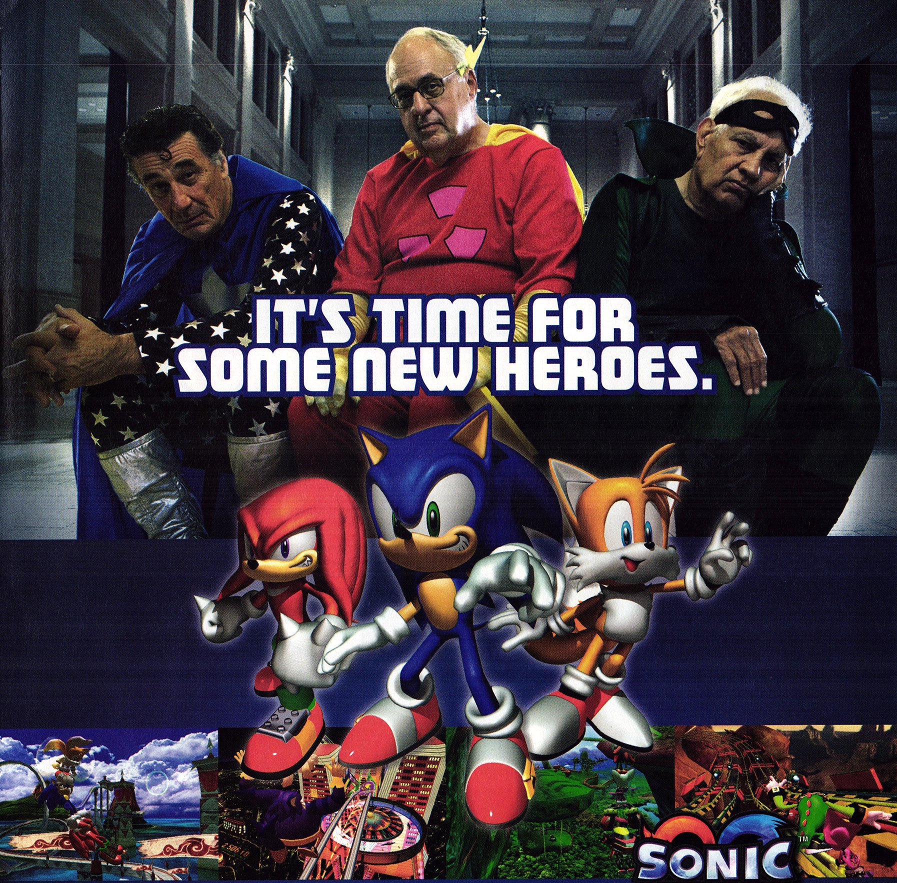
Created somewhere over at Rainbow



Ever since *Championship Motocross Featuring Ricky Carmichael* hit PS1 back in '99, motocross gamers have looked to THQ. Well, say good-bye to the champ, dirt-bike fans—he's not connected with *MX Unleashed* in any way. Fortunately, developer Rainbow Studios *is*—and it wants to do for motocross what it did for all-terrain vehicles in *ATV Offroad Fury*.

From our playable version, it's easy to see that this could very well happen. *MX Unleashed*'s physics—whether used to represent the rag-doll motions of each racer or the movement of a freshly plowed-into hay bale—add a great deal of realism. You've got a slew of places to check them out, too—the game spans 44 race tracks (22 indoor, 22 outdoor). Also, spend hours scoring trick points and partaking in minigames in the five enormous freestyle environments. You can even commandeer monster trucks, dune buggies, and other vehicles!

Publisher: THQ **Developer:** Rainbow Studios **Release Date:** February



It's Sonic Heroes, the all new game with an all new way to play. A revolutionary team-based system will have you switching characters on the fly. Twelve different heroes, four different teams and three different consoles make for one new game that never gets old.

EVERYONE
E
CONTENT RATED BY
ESRB
Mild Fantasy Violence

XBOX

PlayStation 2

NINTENDO GAMECUBE

SEGA

Sega is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo, Sonic Heroes and Sonic The Hedgehog are either registered trademarks or trademarks of SEGA CORPORATION. Original Game ©SEGA ©SONICTEAM/SEGA, 2003. All Rights Reserved.TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association.

8 Total episodes of *That's My Bush*, Comedy Central's White House parody that featured Kristen Miller as Dubya's ditzy assistant.

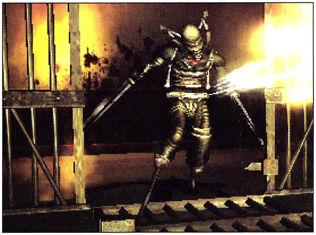
THE SUFFERING

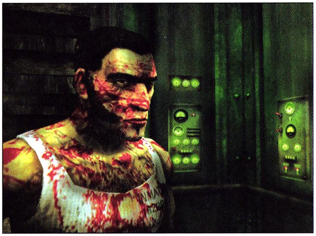
Man or monster? You decide

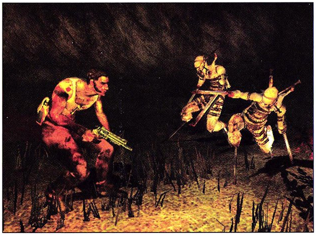
Torque, the main character in *The Suffering*, has been convicted of murder and thrown into Abbot State Penitentiary, a shambling ruin with a seriously haunted past. But when the shades of centuries of executions come home to roost, he finds himself the recipient of an early parole...if he can make it out alive.

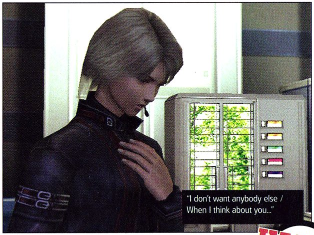
A hybrid of third-person action and survival-horror, *The Suffering* subjects you to hallucinations, flashbacks, and plenty of mind games (not to mention brutal profanity). But the most interesting feature is your ability to choose Torque's destiny: Treat your fellow refugees with kindness, and it will be revealed that Torque is innocent. But if you kill wantonly throughout the game, not only will it be proven that Torque is indeed guilty, but you will find yourself controlling a monster—literally—as Torque's personal demons take over.

Publisher: Midway **Developer:** Surreal **Release Date:** March









"I don't want anybody else / When I think about you..."

OOPS!

You do need that DualShock, after all

If you read last month's *Lifeline* preview, you'll remember we said no controller is necessary. It wasn't until we got our actual copy of the game that we realized we were wrong—you do need one to execute speech, pull up a map, and perform other functions. Sorry.

HANDS ON

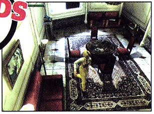
LIFELINE

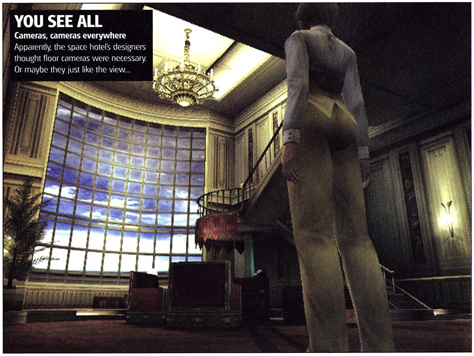
You say it, she does it (supposedly)

We've been hearing about this voice-recognition game for months, but only now has Konami sent us a playable version of *Lifeline*. It's still too early to say if we like it or not, but one thing is clear: The game will live or die based on how well its concept comes to fruition.

Set in a futuristic space hotel, *Lifeline* stars you, a faceless, lucky bastard locked away in a control room, safe from the alien monstrosities killing almost everyone else on board. Fighting for her life is Rio (voiced by *She Spies'* bubbly babe Kristen Miller), a girl you speak to and advise through a USB headset. To be frank, the 10,000-plus phrases we're told Rio will recognize aren't registering too well with her. She's not always dodging when we tell her "dodge"; she's not always shooting when we tell her "shoot." But assuming Konami can work out the kinks in the next couple of months, this could be one fine sci-fi adventure.

Publisher: Konami **Developer:** Sony CEJ **Release Date:** Spring

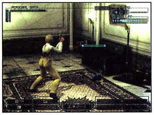


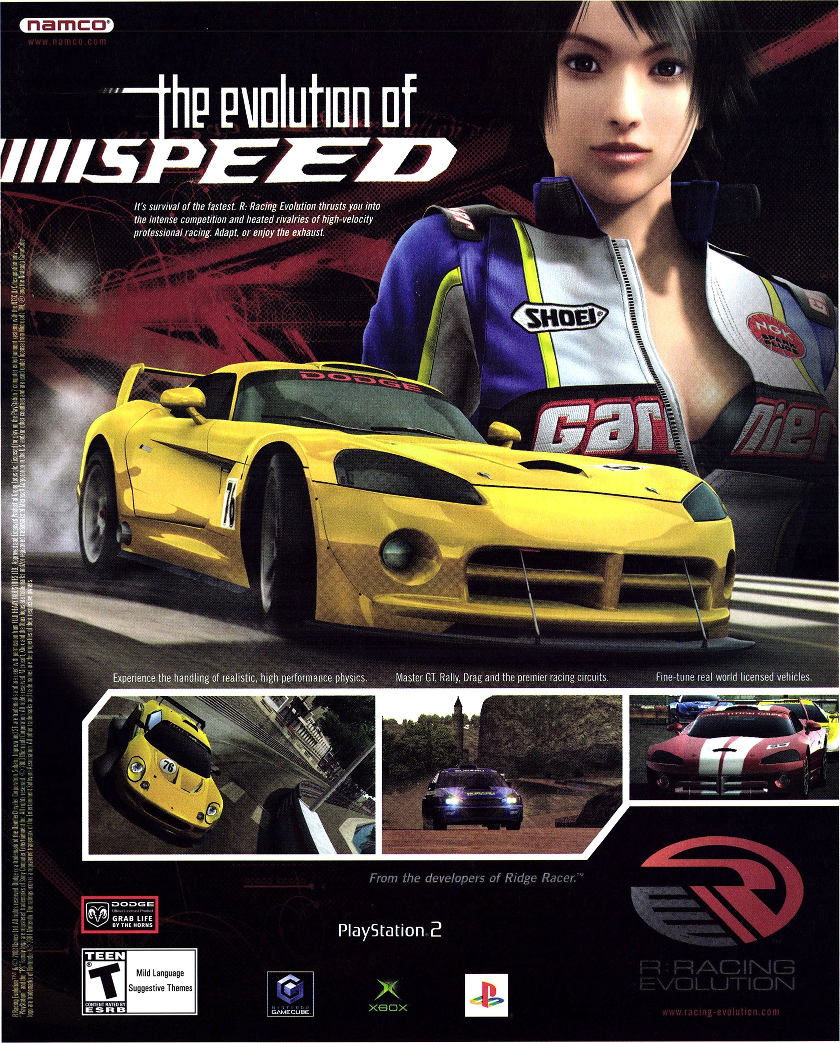


YOU SEE ALL

Cameras, cameras everywhere

Apparently, the space hotel's designers thought floor cameras were necessary. Or maybe they just like the view....





namco®
www.namco.com

the evolution of SPEED

It's survival of the fastest. R: Racing Evolution thrusts you into the intense competition and heated rivalries of high-velocity professional racing. Adapt, or enjoy the exhaust.

Experience the handling of realistic, high performance physics.

Master GT, Rally, Drag and the premier racing circuits.

Fine-tune real world licensed vehicles.

From the developers of Ridge Racer.™

DODGE
Official Licensed Product
GRAB LIFE BY THE HORNS

TEEN
T
CONTENT RATED BY ESRB
Mild Language
Suggestive Themes

PlayStation 2

NINTENDO GAMECUBE

XBOX

R:RACING EVOLUTION

www.racing-evolution.com

R:Racing Evolution™ & © 2003 Namco Ltd. All rights reserved. Dodge is a trademark of the DaimlerChrysler Corporation. Subaru, Impreza and STi are trademarks and are used with permission from FUJI HEAVY INDUSTRIES LTD. Approved and Licensed Product of Group Lotus plc. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. © 2003 Microsoft Corporation. All rights reserved. Microsoft, Xbox and the Xbox logos are trademarks and/or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

PREVIEWS

Prelude to a March cover story.

ARE THEY EVER COMING?
We may have reviewed final code for *Star Trek: Shattered Universe* and *Choplifter* months ago...but they still aren't out.

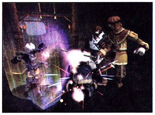
RING A BELL?
Animal, vegetable, or mineral?
He lives in a desert, he looks like a cactus, he walks like a man, he runs like the wind. What on earth could this green guy be?

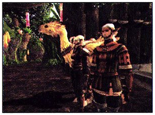
FINAL FANTASY XI

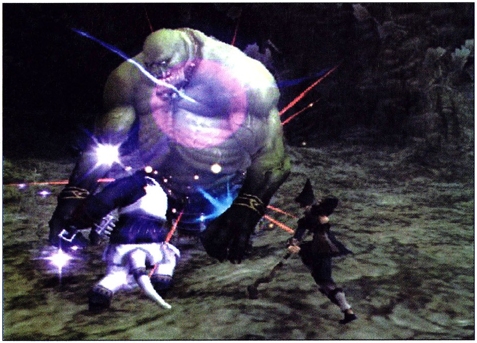
The game that keeps on giving

After beating a particularly good game, have you ever wished that it could just keep going on forever? *Final Fantasy XI* is the answer to your prayers. And we're not talking about the pointless leveling chores that plague most massively multiplayer online RPGs. Oh, there may be times where you'll *want* to go slay countless sheep to level up, but you'll never *have* to—there's always something else to do. Every town has citizens who need jobs completed and guardsmen who need missions carried out for the good of the nation. Completing odd jobs earns you gil, while doing missions advances the central story of the game. Yes, you can beat *FFXI* by completing the last mission...but by the time you get that far (*months* after you begin), you can count on at least one expansion pack having been released. So, OK, it may not literally go on *forever*...but it's close enough to make no difference.

Publisher: Sony CEA **Developer:** Square Enix USA **Release Date:** March





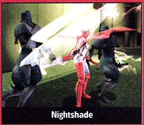


COMING SOON

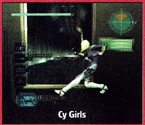
The latest on what's coming out and when. (Just remember, no release date is ever final!)

JANUARY		
.hack//QUARANTINE	Bandai	The saga concludes
Baldur's Gate: Dark Alliance II	Interplay	More of the same action-RPGing
Carmen Sandiego: Secret...	BAM	Edutainment no more
Fallout: Brotherhood of Steel	Interplay	*Baldur's Gate: DA* with guns
Ghost Recon: Jungle Storm	Ubisoft	More action from the Clancyverse
Mafia	Gathering	*Grand Theft Auto* meets the '30s
Maximo vs. Army of Zin	Capcom	Maximo is baximo
NFL Street	EA Sports Big	The next big thing in football
Star Trek: Shattered Universe	TDK	Enter the mirror universe
Sonic Heroes	Sega	The blue dude's PS2 debut

FEBRUARY		
AirForce Delta Strike	Konami	Fight with more than 100 planes
Black9	Majesco	Sci-fi action-adventure
Bond 007: Everything or Nothing	EA Games	Shannon Elizabeth. Nuff said
Champions of Norrath	Sony Online	The real *Dark Alliance II*?
Choplifter: Crisis Shield	Xicat	Save the world in your chopper
Corvette	TDK	All things Vette
Drift Racer: Kaido Battle	Sammy	Race down a mountain
The Fast and the Furious	VUG	Movie-based street racing
Mega Man Anniversary Collection	Capcom	10 *Mega Man* games in one
Headhunter: Redemption	Sega	Jack Wade is back...with help
Ice Nine	BAM	Based on *The Recruit*...sort of
Lupin the Third: Treasure...	Bandai	Oh, that wacky Lupin!
MX Unleashed	THQ	Motocross: Rainbow style
NBA Ballers	Midway	The saga concludes
Nightshade	Sega	She-nobi
Pitfall: The Lost Expedition	Activision	'80s icon Harry lives on
R-Type Final	Fresh Games	Old-school shooting at its best
Rise to Honor	Sony CEA	Jet Li gets his videogame kicks
Seven Samurai 20XX	Sammy	Kurosawa...in the future!
SNK vs. Capcom: SVC Chaos	SNK	Chaotic cross-company fighting
SRS: Street Racing Syndicate	Namco	Go, street racers, go!
The Suffering	Midway	Survival horror meets *Oz*
War Chess	Jack of All	Just like it sounds
World Soccer: Winning Eleven 7	Konami	The best soccer game ever?
Wrath Unleashed	LucasArts	Strategy and fighting in one



Nightshade



Cy Girls

MARCH		
Alias	Acclaim	Because Jennifer Garner is hot
All-Star Baseball 2005	Acclaim	Baseball from the future
Cy Girls	Konami	Based on toys you've never had
Driv3r	Atari	Cool gam3, stupid nam3
ESPN Major League Baseball	Sega/ESPN	*World Series* no more
Final Fantasy XI	Sony CEA	The best MMORPG ever?
Firefighter F.D.18	Konami	Fulfill your childhood fantasy
IHRA Drag Racing 2004	Bethesda	Who needs laps?
Lifeline	Konami	Voice-recognizing sci-fi action
Micro Mayhem	Jaleco	Micro Machines...that aren't
MLB 2005	Sony CEA	It's 2004 all season, Sony! OK?
MTX: Mototrax F/ T. Pastrana	Activision	Motocross gets a shot of O2
MVP Baseball 2004	EA Sports	The preseason favorite
PBA Bowling 2004	Bethesda	Why? Really...
Samurai Warriors	Koei	The dynasty moves to Japan
Saturday Night Speedway	Atari	You can even play it on Friday
Showdown: Legends of Wrestling	Acclaim	More than 70 old schoolers
Splinter Cell: Pandora Tomorrow	Ubisoft	Sam Fisher returns
Trivial Pursuit Unhinged	Atari	With Whoopi Goldberg!
The X-Files: Resist or Serve	VUG	Scully and Mulder survive horror

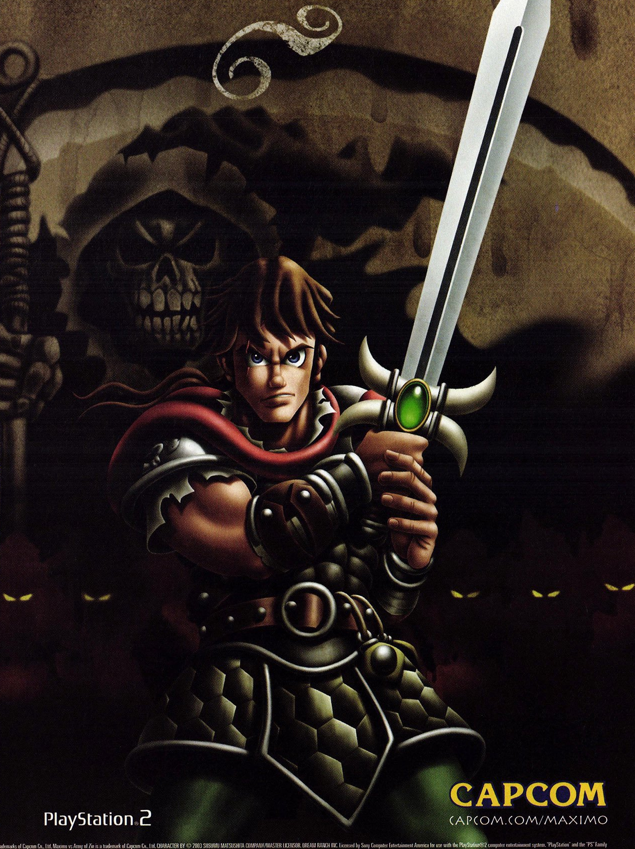
MAXIMO VS ARMY OF ZIN™

MAXIMO IS BACK AND THIS TIME IT'S WAR.

Arsenal of devastating combos and attacks.

Army of Zin declare war on the living.

Unleash the terrifying power of Grim.



AVAILABLE JANUARY 2004

TEEN
T
CONTENT RATED BY ESRB
Animated Blood
Violence

PlayStation®2

CAPCOM

CAPCOM.COM/MAXIMO

© CAPCOM CO., LTD. 2003. © CAPCOM U.S.A., INC. 2003 ALL RIGHTS RESERVED. Capcom and the Capcom Logo are registered trademarks of Capcom Co., Ltd. Maximo vs Army of Zin is a trademark of Capcom Co., Ltd. CHARACTER BY © 2003 SUSUMU MATSUSHITA COMPANY/MASTER LICENSOR. DREAM RANCH INC. Licensed by Sony Computer Entertainment America for use with the PlayStation®2 computer entertainment system. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

SYPHON FILTER

by Joe Rybicki

syphon filter

THE OMEGA STRAIN

It is the present day. Not the near future, not the day after tomorrow—*today*. Reports of viral outbreaks are pouring in from all over the globe, outbreaks that are eerily familiar to certain key figures in the upper echelon of government. Syphon Filter has returned, stronger and deadlier than before. This bioengineered virus, capable of targeting specific ethnic groups or even individuals, has fallen into the hands of madmen. They have created a new strain that attacks victims indiscriminately: the Omega Strain. Now the fate of the world lies in the balance.

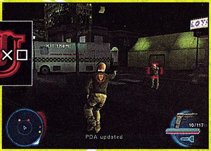
So, what else is new? Gabe Logan has saved the world so often that even he's lost count. Gabe Logan is practically a one-man army: capable, knowledgeable, and as lethal as the Syphon Filter virus. Gabe Logan will know what to do.

Too bad you're not Gabe Logan.

SYPHON FILTER

VISIT SCENIC CARTHAGE!

HAVING TROUBLE COMPLETING ALL THE OBJECTIVES IN THE *SYPHON FILTER* DEMO? THIS WALKTHROUGH WILL HELP



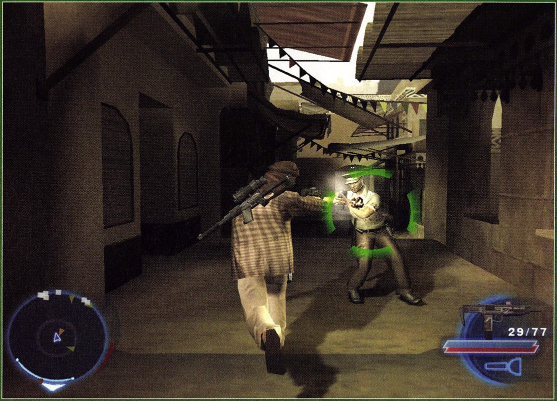
You begin on the streets of Carthage, Michigan, next to the building that was partially destroyed by the car bomb. Before you do anything, turn around and grab the pistol out of the case behind you; it fires in three-round bursts, which will deplete your ammo quickly, but it's also the gun that all the cool terrorists are wearing this season, so you'll find plenty of replacements.

Your first order of business is to protect the Carthage Health Authority officer, who's taking fire from terrorists down the street to your right. Don't get too close, though; he doesn't know you and will assume you're just another gun-toting terrorist. Take out all the legitimate terrorists in the area, and he'll realize you're on his side and leave you alone.

Lock-on is your friend here: Tap and hold R1, and you'll target the closest enemy. You can run around all you want and you'll stay locked on, as long as you're within your weapon's range. You'll notice that the targeting cursor changes color if you continue to hold down R1. Green is the weakest lock, meaning many of your shots will go wide of their target. Red is the strongest lock, meaning you'll be seeing a lot more red coming out of the bullet wounds your enemy will be sporting momentarily. So, red: good. Green: not so good. Remember it.

Once the threat is eliminated, look for the dark alley to the left of the parking garage. Climb up the fire escape (hit △) and head inside. You'll see a door on your left with a keypad lock. The CHA officer down the hall has the code. But how to get it from him without killing him or yourself?

CONTINUED ON PAGE 90 ▼



SAME AS IT EVER WAS...

The fact that you no longer control Gabe in *Syphon Filter: The Omega Strain* is the least of the changes made for the first PS2 installment of this long-running series. A new platform, a new game engine, a new cast of characters, even a new real-world controversy—*The Omega Strain* is not merely a prettied-up version of the successful PS1 franchise. And that's not even mentioning what is easily the biggest addition: four-player cooperative online play.

To get the whole story, we talked with Creative Director John Garvin and Technical Director Chris Reese of Sony Bend, the studio responsible for the three previous *Syphon Filter* games. (Located in Bend, Oregon, the studio was known as Eidetic before it was bought by Sony.) One of the biggest surprises for us was learning that Gabe had been promoted out of the position of main character, and we wondered why.

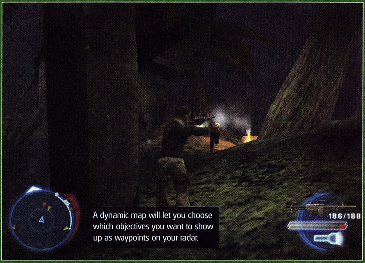
Garvin sets us straight in a hurry. "Gabe is still the main character," he points out. "He is the commander-in-chief, the head of the Agency, and the man calling the shots. You follow his story, often through what you see and overhear in the Agency headquarters. You actually help him find a cure for the Omega Strain and break open the conspiracy. You watch as Gabe comes very close to the edge in what he is willing to do to get to Niculescu and expose Meta Global Funds. The difference is that you don't *play* [as] Gabe; you create your own agent who has his or her own career to think about."

"Going multiplayer, of course, was the biggest reason not to have gamers playing as Gabe," Reese chimes in. "We wanted players to create their own identity and be able to achieve goals, stats, and weapons on their own."

"Plus," adds Garvin, "we could not very well have four Gabe Logans running around the streets of Carthage; there is only *one* Gabe Logan."

But all it takes is one Gabe Logan to sell some 3 million *Syphon Filter* games. He more than holds his own against the Solid Snakes and Sam Fishers of the world—not that the developers consider them competition. "We like to play lots of games around here," Garvin says, "and we see elements in all of them that we think are pretty cool. But none of them have captured that action-movie feel that we go for. We wish someone would, because then we could play a *Syphon Filter* game we didn't work on."

He's not exaggerating. Both Garvin and Reese—along with a significant portion of the rest of the *Omega Strain* team—have been creating *Syphon Filters* since the first game. They live and breathe *Syphon Filter* and can recall characters, plot lines, and levels at the drop of a hat. "My personal favorite is the church level in the first *Syphon Filter*," Garvin confesses. "I like the setting—the rooftops, the catacombs where you fight with Lian, the breaking through the stained glass window, the climbing puzzles, the overall layout. I also like what the level reveals: You think you're running around vaccinating all the poor victims in the mission, only to discover later that Markinson had tricked Gabe and was using Gabe to murder them all. That's classic *Syphon Filter*."



A dynamic map will let you choose which objectives you want to show up as waypoints on your radar.

syphon timeline

AN EXTREMELY ABRIDGED SUMMARY OF THE EVENTS LEADING UP TO SYPHON FILTER: THE OMEGA STRAIN

⬛ Syphon Filter 1 🟦 Syphon Filter 2 🟥 Syphon Filter 3 🟨 Related Events

🟥 **1984 AUGUST**
Lawrence Mujari, a soldier fighting against apartheid, infiltrates a South African mine to free the indentured workers. He discovers that many workers have been exposed to a biological agent unearthed deep within the mines.

🟥 **1987 MAY**
Gabe Logan, an officer in the Army Special Forces, is assigned to a convoy shipping arms to Kabul, Afghanistan. He meets Lian Xing, who helps him make the delivery to the Afghan rebels.

🟨 **1993 APRIL**
Gabe Logan is recruited into "the Agency," a secret organization within the U.S. government whose purpose is to monitor and police the activities of other government agencies.

🟨 **1994 SEPTEMBER – 1996 JANUARY**
Gabe recruits Teresa Lipan into the Agency. She is sent to South Africa to investigate possible bioweapons research. There, she learns of a virus that seems to target distinct genetic groups of people. She works directly with Lawrence Mujari, who now works for Pharcom, a pharmaceutical corporation based in Kazakhstan.

🟨 **1995 DECEMBER**
Gabe recruits Lian Xing into the Agency.

🟨 **1997 NOVEMBER**
Agency Director Thomas Markinson orders Teresa to assassinate Mujari and destroy all of his lab records. She refuses, resigns from the Agency, and goes into hiding in Arizona.

🟥 **1999 AUGUST 06**
Gabe and Lian are ordered by Agency Deputy Director Benton to infiltrate the Costa Rican base of international terrorist Erich Rhoemer and capture his medical technicians.

SYPHON FILTER 1 BEGINS

⬛ **1999 AUGUST 23**
Rhoemer attacks Washington, D.C., with viral bombs. Gabe is sent in to diffuse the situation. The D.C. subway system is destroyed, and Rhoemer escapes.

⬛ **1999 AUGUST 24**
Blood analysis from Rhoemer's men reveals similarities to a series of antiviral drugs manufactured by Pharcom.

⬛ **1999 AUGUST 27**
After accessing Pharcom's computer files, Gabe discovers that Benton is a double agent. Markinson sends Gabe and Lian to Rhoemer's military base in Kazakhstan. Lian is captured.

⬛ **1999 SEPTEMBER 06**
Markinson reveals to Gabe the existence of a genetically engineered virus called Syphon Filter. Gabe and Markinson infiltrate Rhoemer's prison stronghold in Ukraine. Gabe rescues Lian, who has been infected with the Syphon Filter virus.

⬛ **1999 SEPTEMBER 07**
Gabe travels to Kazakhstan to access Pharcom's computers. He discovers Markinson there and learns Markinson wanted the Syphon Filter virus for the Agency. Rhoemer arrives and murders Markinson. Gabe kills Rhoemer and loads the Pharcom disks on a plane to return to the United States. An Agency hit squad captures Lian.

SYPHON FILTER 2 BEGINS

🟦 **1999 SEPTEMBER 08**
Gabe's plane is shot down over the Rockies. Lian is taken to an Agency base in Colorado. She escapes, steals a chopper, and rescues Gabe and the data disks.

🟦 **1999 SEPTEMBER 15**
Lian slips into a coma. Gabe contacts Lyle Stevens and offers to trade the data disks for a cure for Lian. They meet at the Agency Labs in New York, where Gabe is taken prisoner. He escapes his cell and makes Dr. Elsa Weissinger prepare a vaccine. Gabe kills Stevens. Teresa is killed while trying to extract Gabe.

SYPHON FILTER 3 BEGINS

🟥 **1999 OCTOBER 04**
Agency activities have been officially suspended by order of the State Department. Gabe and Lian are subpoenaed to appear before closed hearings with U.S. Secretary of State Vincent Hadden.

🟥 **1999 OCTOBER 14**
Gabe travels to Ireland to sabotage shipment of stolen viral containers.

🟥 **1999 OCTOBER 15**
Lian learns that one of the key leaders in the Syphon Filter consortium is Vince Hadden, the man prosecuting Gabe, Lian, and Mujari.

🟥 **1999 OCTOBER 18**
Gabe brings out his surprise witness: Teresa Lipan. Gabe attempts to arrest Hadden, but Mara Aramov intervenes and kills Hadden. Gabe captures Mara.

PRELUDE TO OMEGA STRAIN

🟨 **2001 JUNE 01**
New U.S. President Warren Pierce establishes the International Presidential Consulting Agency, directed with locating and eliminating terrorist threats to the United States.

🟨 **2001 AUGUST 15**
Gabe Logan is made commander-in-chief of the IPCA. He appoints Lian Xing, Teresa Lipan, and Lawrence Mujari to the new Agency, among others.

🟨 **2003 FEBRUARY – MAY**
Outbreaks of nonlethal, Syphon Filter-like virus in Romania, Turkey, Bulgaria, and Greece.

🟨 **2003 AUGUST – 2004 MARCH**
Outbreaks of stronger Syphon Filter-like virus in Spain, Malta, Finland, Uganda, Italy, and Michigan. Fourteen people die.

🟨 **2004 MARCH 15**
Mujari is sent to Carthage, Michigan, to investigate. He disappears.

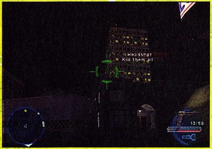
🟨 **2004 APRIL 15**
Agency operatives Imani Gray and Alima Haddad are sent to Carthage to investigate the outbreak and Mujari's disappearance.

SYPHON FILTER: THE OMEGA STRAIN BEGINS...

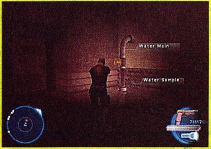
SYPHON FILTER

Hit Select, and you'll bring up your stun jack—this won't kill the guy, but it'll make him twitch a little. (Well, a lot.) Sneak up behind him, holding ⊗ to crouch, and zap him.

Head back to the locked door, but before you do anything, why not try shooting the keypad (hit L1 to go into first-person targeting mode) to see what happens? Oh look, the door opened. Guess you didn't have to zap that guy after all. At least you got a new gun out of the deal. Grab the bio-data gear and a new flak jacket and get back down to street level.

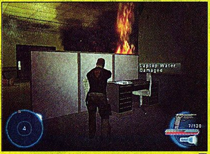


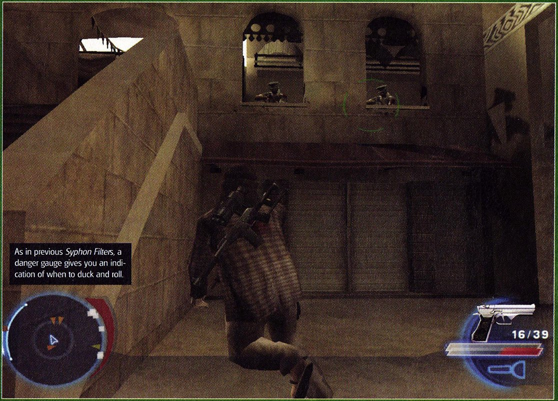
More terrorists—where did they come from? Oh well, time to do a little more street cleaning. This is a good opportunity to try some head shots: While targeting an enemy with R1, press L1. You'll go into first-person mode with your target centered on the bad guy. Now bring your target up ever so slightly. If you see a red bar that says "Headshot," you're in the right place. Fire, dammit.



Now that things are a little quieter, head back to the dark alley to find your first water sample. Before you vacate the area, let's take a look at a couple of secrets you'll be able to access with the help of another human being—once you go online with the full game.

First, note the water-main valve in the corner of the alley. Open it, then race across the street into the burning building. Inside, you'll find Broussard's laptop. Was it water-damaged by the time you got to it? Try running faster. Faster. *FASTER!!* No good? Well, that's probably because you can't actually retrieve the laptop without the help of another human. If you were playing this level online, a teammate stationed outside the





As in previous *Syphon Filters*, a danger gauge gives you an indication of when to duck and roll.

...ONLY DIFFERENT

The trick is to make *The Omega Strain* every bit as much a classic, while also making a great number of changes. Some alterations are relatively minor: Accredited voice actors, for example, are now being used for the story segments. (Reese and Garvin confess that much of the story in *Syphon Filter 2* had to be cut because the voice acting was not up to their standards.) Some of the changes are less minor: Players now have a limited number of weapon slots, so you must intelligently swap out weapons over the course of a level. (To balance this, weapon crates will retain the weapons you swap for their contents.) And some of the changes are major departures for the series: The ability to create your own character rather than control Gabe Logan is one. The ability to play as a team with other user-created characters online is another. And a third factor helps bring these elements together: You earn new weapons, accessories, and awards by completing objectives within the missions. The more you play—solo or online—the better you play, and the better you play, the more cool stuff you get, from new guns to new duds.

For example, in the game's first level (which, you may have already noticed, you can experience with the help of that round, plastic, platterlike device stuck in the middle of your magazine), you have seven major objectives. Complete them all, and you earn a field patch and a boost in rank. No biggie, right?

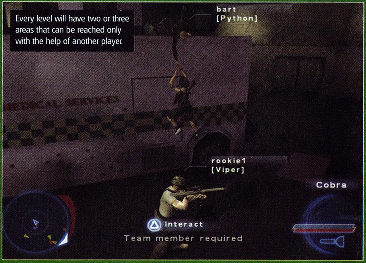
Well, if you complete them all while taking out enemies with more head shots than body shots, you get a bonus item: the Dragunov sniper rifle. Now you can use the Dragunov in future missions, or even in the original mission if you'd like to try for an even better rating. Have another go at the level, but aim for quantity over quality of kills, and you'll get a different bonus item: the Gewehr 33E machine gun.

These are just two examples of bonuses you'll unlock; others range from the mostly cosmetic (different kinds of knives, for example) to the truly essential (increased health and armor capacity). You'll even unlock new abilities, like a head-snapping stealth move or a targeting modifier to let you lock on to your enemies' skulls for instant head shots.

STOP PLAYING WITH YOURSELF

And all of these new abilities can be used online, so the experience of playing with your friends becomes as much about showing off your new skills and gear as it is about teaming up to beat the missions. "Multiplayer adds a lot more to the game than throwing out additional enemies for the players to take on," Reese tells us. "There is a real sense that the missions can be accomplished in a more effective manner with the right team of players. It's all about achieving rewards and showing off to your friends what kind of an elite player you are by putting the smack down on the enemies and accomplishing objectives."

Furthermore, as you progress through the game, your rank will improve, and you'll earn special commendations from the Agency. These are not just empty words; your character actually earns patches and medals upon completion of certain objectives.



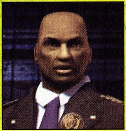
Every level will have two or three areas that can be reached only with the help of another player.

THE INTERNATIONAL PRESIDENTIAL CONSULTING AGENCY

Returning Characters

Lian Xing
Chief of Operations. Formerly an operative in the Chinese Secret Service, where she met Gabe on an operation in Afghanistan. Later an operative for the pre-IPCA Agency. Infected with Syphon Filter, but recovered with Gabe's help.

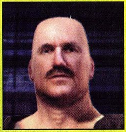
Teresa Lipan
Deputy Chief of Operations. Formerly an ATF agent, later an operative for the pre-IPCA Agency. Fled the Agency rather than assassinating her friend Lawrence Mujari. Reports of her death were greatly exaggerated.



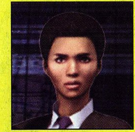
Lawrence Mujari
Assistant Chief of Operations, Head of Biological Science. Formerly a freedom fighter working against apartheid in South Africa, later an employee of crooked pharmaceutical corporation Pharcom. A pacifist.

Elsa Weissenger
Intelligence Supervisor, Assistant Head of Biological Science. Former employee of Pharcom, where she was instrumental in developing the Syphon Filter virus. Later repented and allied with Gabe to help fight the Omega Strain.

New Characters



Gary Stoneman
"Stone"
Intelligence Operations Commander. Formerly a Marine, later a CIA contract killer. Knows Gabe from work in Granada. May still have connections to the CIA. Father figure to Alima.



Imani Gray
Investigative Operations Commander, IPCA. Formerly a CIA technology expert, where she worked with Stone. A Harvard graduate—with honors—she has precious little respect for raw recruits (e.g., you).

William Crusher
"Crush"
Intelligence Officer, chopper pilot. Formerly a NATO peacekeeper, where he flew dozens of operations, many under Stone. Somewhat simple-minded, but loyal almost to a fault.

Alima Haddad
Field Research Specialist, chopper pilot. Formerly a Marine. A native of Kuwait, her parents were killed in the Gulf War, prompting her to move to the U.S. She now claims dual citizenship in the U.S. and Kuwait. Daughter figure to Stone.

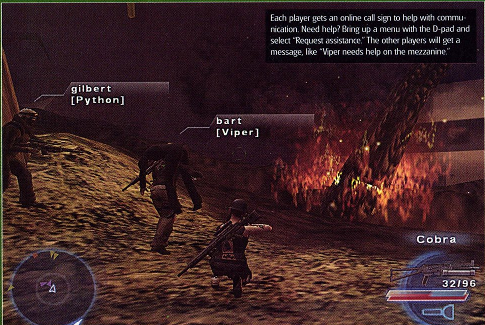
Gabe Logan
Commander-in-Chief. Formerly an officer in Army Special Forces, later an operative for the pre-IPCA Agency. Strong, silent type; all-around badass.

These awards can be displayed on your character's clothing to prove to anyone you run into online just how much of a badass you are.

And, of course, certain bonuses will be available only through online play. (Check out the demo walkthrough to the left for a couple of examples.) "Our goal was to have at least one bonus weapon, item, or other reward per online mission," says Garvin. "We didn't want the players who couldn't go online to feel like they were being excluded from too much gameplay—but we also wanted to reward online players who could use things like the Buddy Climb to figure out how to complete team mission deadlines more quickly."

If all this talk of team building and buddy climbing has left you deathmatch devotees with an itchy trigger finger—well, you might want to look elsewhere to get your aggressions out. *The Omega Strain* is co-op only in online play. We wondered why the designers went this route, especially considering *Syphon Filter 2* introduced splitscreen deathmatch. "Co-op play," Garvin tells us, "has been integral to the style of gameplay we created in our 'buddy' missions within the series. For instance, in *Syphon Filter*, players fought alongside Lian in the catacombs, while in *Syphon Filter 2*, players battled hand-in-hand with Chance and Teresa. We always wanted to create a game where we could play *with* our friends instead of *against* our friends. Also, a number of games feature player-versus-player battle modes. Not many console games, though, offer online cooperative play, so we're really providing players with a unique online experience."

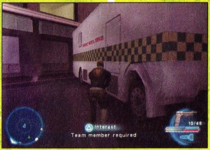
If you think this means online play is all flowers and sweet



Each player gets an online call sign to help with communication. Need help? Bring up a menu with the D-pad and select "Request assistance." The other players will get a message, like "Viper needs help on the mezzanine."

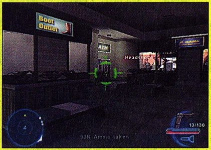
building could grab the laptop before the water got to it, netting you a bonus objective.

The second item deals with that EMS trailer parked in the middle of the street. If you were playing with another person, you could have a teammate boost you up to the top of the trailer. From there, you could jump through that open window into a room containing some C4. You would use it to blow open the subway gate at the end of the street, which offers quick access to Proust, the final objective. You'd still need to complete all the objectives in between, but this way, you could split your team in two and beat the mission in half the time.



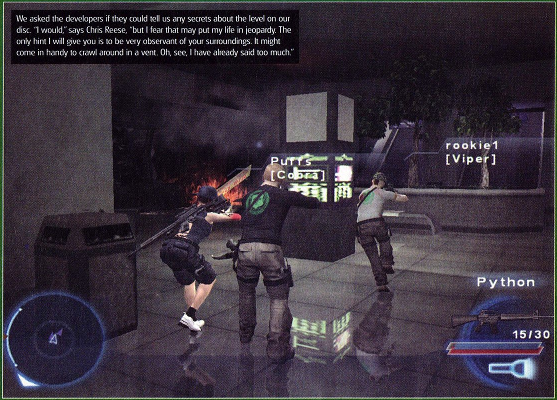
But you're not playing online, are you? So let's move along. Continue down the street, and you'll see a glass-walled entryway to the subway system. Blast that terrorist and go on down. There are two terrorists at the bottom of the stairs; take them out, and you'll be able to pick up a combat shotgun, *very* powerful at close range.

A little ways down the hall, you'll see three terrorists pouring out of a side passage. Take them out—but before you go into the passage, look down the hall. To the left, you'll see a terrorist marked as a "C4 Trigger Man." This guy is dangerous: He has a dead-man switch wired to explosives in one of the storefronts on the left side of the hall. If he dies, the store goes boom. So you'll want to take him out from a safe distance—a head shot with your pistol should do the job nicely.



Go down the passage and get yourself another water sample. Continue out the other side and turn right. You'll see another C4 aficionado at the bend in the hall. This time, it's the store on the right that's wired for an explosive party, so stay to the left. When you get near the stairs, turn left and go through the double doors. At the end of the long, dark hallway is another stairway leading up to the street, but before you get too close, stop and take out that C4-toting bastard.

Head up to street level, but before you break through the glass, hang back and try to take out the final C4 trigger man. Once he's disposed of, climb through the window and rescue another CHA officer. Now head down to the end of the street where the ambulance is parked. Behind the ambulance is a field lab unit with a ventilation


We asked the developers if they could tell us any secrets about the level on our disc. "I would," says Chris Reese, "but I fear that may put my life in jeopardy. The only hint I will give you is to be very observant of your surroundings. It might come in handy to crawl around in a vent. Oh, see, I have already said too much."

nothings whispered into your headset, you're way off. Sure, you're not shooting at other humans, but this fact alone makes for a surprisingly refreshing online experience. Instead of the tense, drawn-out face-offs in a *SOCOM* match or the mindless, pointless death-and-resurrection cycles of *Quake* or *Tribes*, you have a fast-paced—but still very focused—experience continually driven forward by mission objectives. And instead of going one-on-one against unpredictable humans, you and three friends play as highly skilled soldiers who must face overwhelming odds. Because of this, surprisingly, the pace of the online experience has more in common with *Gauntlet* than with *SOCOM*. The checkpoint system means you don't even have to worry too much about survival; you end up fighting for bonuses and bragging rights, which makes for a much lighter, arcadelike experience.

STORAGE
6
HARD HAT AREA
HARD HAT AREA
15/51

TOO CLOSE FOR COMFORT

That's not to say the game is light fare by any means. In fact, the events of *The Omega Strain* converge so closely with reality that it caused problems for the team in the real world. The game was originally slated to include a level set in the subways of Toronto, where the player would need to fight against the (fictional) Quebec Liberation Front. Unfortunately, Canadian officials thought the QLF bore a little too close a resemblance to the now-disbanded separatist group Front de liberation du Quebec, which murdered a Quebec cabinet minister in 1970.

And the Toronto Transit Commission wasn't terribly pleased with the

bart
[Python]
Headshot
Cobra
24/128

DRIV3R™

ATARI

COMING MARCH 2004

DRIVER 3 © 2003 Atari, Inc. All rights reserved. Created and developed by REFLECTIONS Interactive Limited, an Atari Studio. All trademarks are the property of their respective owners. Manufactured and marketed by Atari, Inc., New York, NY. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. The Ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners.

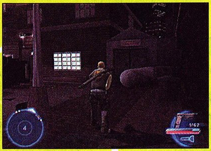
XBOX

PlayStation 2

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more ratings information.

REFLECTIONS INTERACTIVE

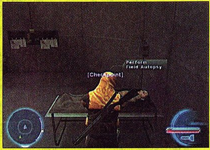
WWW.DRIV3R.COM



duct snaking out into the street. Walk up to it and hit △ to crawl inside.

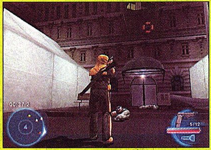
You'll come out into a room with CHA suits; grab one, and those ungrateful officers will stop shooting at you. Crawl through the duct next to the suits to get out. You'll emerge in a square with a fountain; take out the terrorists to save two more CHA officers, then get another water sample from the fountain.

Now head over to the triage tent. Go inside and turn right. You'll find a body on a stretcher—it's just waiting for you to try out your field autopsy skills. Once that gruesome task is done, head



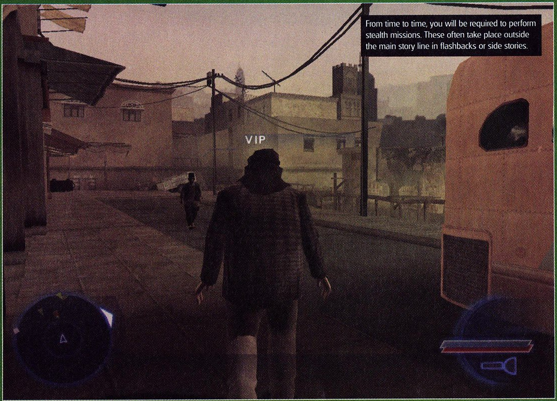
outside and go across the square to climb back into the ventilation unit. Continue through the changing room until you're back by the ambulance. Head down to the other end of the street and climb into *that* ventilation tube. If you see a lot of computers at the other end, you're in the right place.

Make two lefts through the tent to exit into a tiny courtyard with a generator in it. Turn on the generator, then go back inside the tent and turn left to activate the Bio-data Scanning Machine. As soon as you turn it on, you'll need to run back out to the courtyard; terrorists will be swarming around the generator, trying to destroy it.



Stick close to the generator and defend it while the timer counts down. Once the scanning is complete, climb through the duct by the scanning station to exit the tent. Save your final CHA officer and collect another water sample from the fire hydrant. Climb the wall to the left of the metal gate to get into the subway system again.

Look, another ventilation duct! Climb on in. This is a good time to try out your flashlight if you haven't already: Just tap Right on your D-pad.

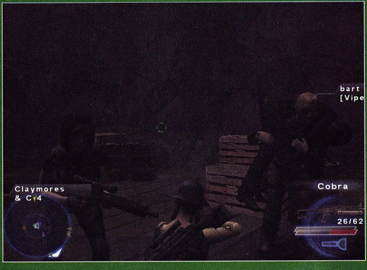


From time to time, you will be required to perform stealth missions. These often take place outside the main story line in flashbacks or side stories.

prospect of gamers shooting up the subway system, either. "The fact is, someone is putting the Toronto subway as a terrorist site," a spokeswoman told the Canadian press. "That is a very dangerous thing to do. We have to be careful about letting some person who's doing something that really doesn't seem ethically correct pit Canadians against Canadians." As a result of the complaints, Sony vowed to remove any "component related to the Quebec separatist adventure."

And this isn't the first time a *Syphon Filter* game has hit a little too close to home. *Syphon Filter 3* was originally slated to release in the fall of 2001, but in the wake of the terrorist attacks on New York City, the decision was made to delay the game—which, completely coincidentally, included levels set in Kabul, Afghanistan. All this led us to wonder if such realistic plot elements were worth the effort.

"We have always set *Syphon Filter* in real-world settings," Garvin tells us, "and based the plot on realistic world events. We created the bioterrorism plot long before it was a buzzword, and the plot of the first *Syphon Filter* dealt with weapons of mass destruction long before September 11. But we have always been careful not to use real terrorist groups; for instance, in *SF3*, we chose not to use the IRA because we were concerned that real-world events might get too close to what we were doing in the game. We have no desire to offend anyone, but we want to keep the game as real as possible, because that's what we are interested in—and because we feel it gives the gameplay scenarios a little more resonance. We



Maximize your Competitive Edge

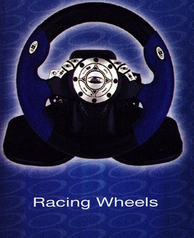
intec

Wireless Controllers

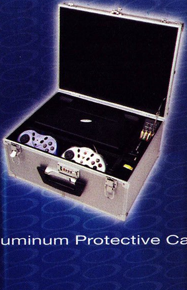
Mini Controllers

Gaming Screens

Sound Systems



Racing Wheels



Aluminum Protective Cases

Maximum
Gaming

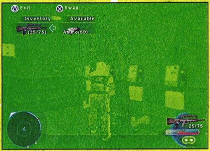
For PlayStation® 2

©2003 Intec, Inc. All rights reserved. PlayStation® 2 is a registered trademark of Sony® Computer Entertainment Inc. These items are produced by Intec and are not manufactured, sponsored, endorsed or distributed by Nintendo® of America Inc., Sony® Computer Entertainment Inc. or Microsoft Corporation.

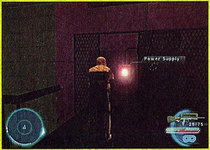
SYPHON FILTER

Once you get out of the duct, turn right to take out the terrorists there and grab yourself a FA-MAS rifle. Oh my, yes. You'll also be taking your last water sample here.

Head down to the subway platform. Turn right and descend into the darkness. Yes, it's *really* dark. But one of those guys you just killed was carrying something that will come in very handy. Simply *hold down* Right on your D-pad until the icon under your health bar changes from a flashlight to what looks like a pair of goggles. Now tap Right—your new night-vision goggles will become fully active. Oooh, green.

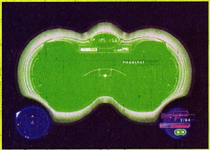


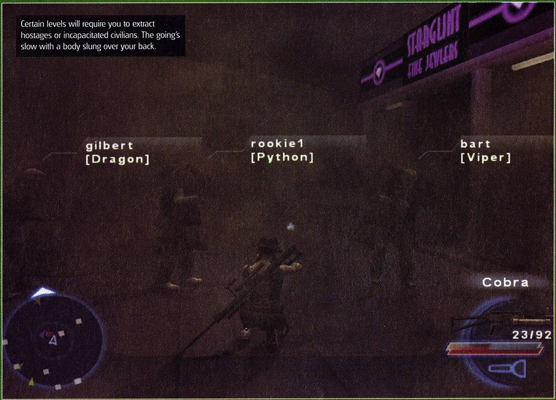
Don't miss the FA-MAS bullets and flak jacket down here. Continue upstairs to the far platform, turn right, and go upstairs to the power-supply switch. Flip it and head back down to take a walk on the newly de-electrified tracks. While headed down this *long* tunnel, you'll run into guys chucking blinding flashbang grenades at you; if you hear a *clink-clink*, turn away from the grenade and its effect will be negligible.



At the end of the tunnel is another subway station. Head up to the top of the stairs. To the left is a counter, and behind that counter is Proust, wearing a flak jacket and toting a pretty fierce piece. Hope you've been practicing your head shots. If so, he's history—just one shot is all it takes. If not, you'll have to dance around while you wear down his flak jacket; either way, you'll take him out eventually.

Congratulations, recruit. Assuming you've completed all the previous objectives properly, you have now successfully finished your first *Omega Strain* mission.



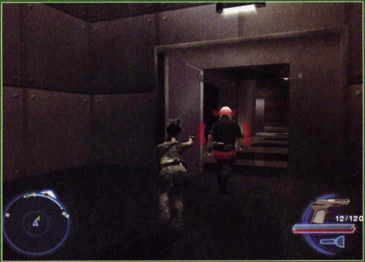


Certain levels will require you to extract hostages or incapacitated civilians. The going's slow with a body slung over your back.

think that players are growing tired of the same old comic-book villains. So, as always, we try to be fair in our depiction of events, and we take care not to offend, but we will not back down from our real-world scenarios."

Want proof? We asked Garvin for a little background to set up the level that you'll be playing on this month's demo disc. "At the end of *Syphon Filter 3*," he tells us, "Gabe is put in charge of a new Agency, Mara escapes from prison, and the future looks bright. In the two years since, Gabe has built a new Agency called the IPCA, a "black box" oversight agency with the cover name International Presidential Consulting Agency. The primary focus has been investigating a number of suspicious outbreaks of a virus similar to Syphon Filter, primarily in third-world countries. The investigation really takes off when Dr. Elsa Weissenger appears out of nowhere. In her detailed deposition, it's revealed that Mara was not working for Hadden, but for some European financier. Right about the same time, a Chechen arms dealer starts making the rounds to black-market arms dealers around the world, offering to sell a bioweapon: the Omega Strain. All hell breaks loose when the Omega Strain shows up in the Michigan port city of Carthage. Gabe sends Mujari to investigate, Mujari disappears, and Gabe sends a new team led by Imani Gray to find out why. As a new agent, you are assigned to that team, and the game begins.

"During the course of the game, the player will help Gabe stop the Chechen terrorists, finally unmask the Syphon Filter conspiracy and Mara's connection to it, uncover the man in shadow, and even help find a cure for the Omega Strain with their field work."



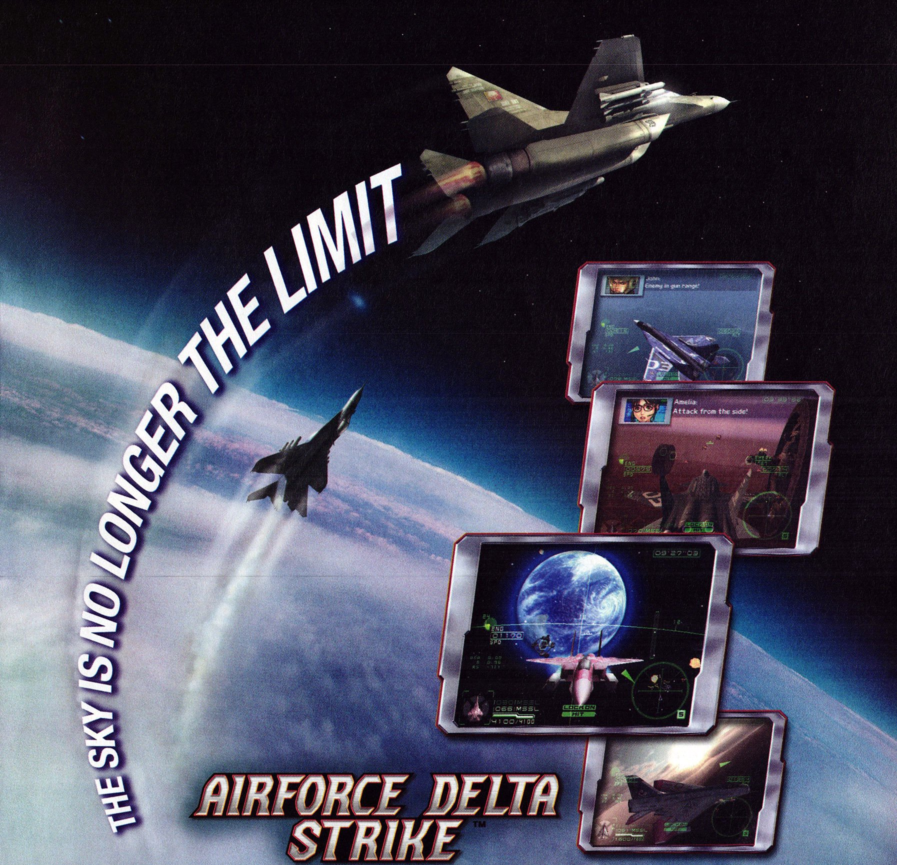
GETTING IT RIGHT

If you're itching to get your hands on the game, we don't blame you. You got one level with your magazine this month—but you're going to have to wait a while for the final game. It's been delayed until May, from its original planned release date of February. No nefarious villains or global catastrophes caused this delay, though; the game just isn't done yet.

"We were incredibly ambitious from the very start of this project," Reese confesses, "and we were determined to introduce multiplayer in a way that would not detract from the single-player game, but actually enhance it."

Garvin concurs. "The leap to the next-generation platform was not nearly as daunting as making the leap to online play," he says. "We were challenged with reinventing *Syphon Filter* for a dynamic online experience, while making sure the single-player game was fun and rewarding, too. We didn't want either to feel tacked on, and I think we've succeeded. We know our fans are anxious to get their hands on the game, but we're convinced they will think the extra time was worth it.

"Our goal always is to make the next game better than the last on all levels: gameplay, story line, characters, weapons, missions, and cool stuff. Thankfully, the genre is huge and we still have a lot of game to build. We've only scratched the surface of what we can do with the *Syphon Filter* world."



AIRFORCE DELTA STRIKE™

Fly where no jet has gone before. After conquering the skies, break through the earth's atmosphere and take on the universe. With over 130 planes to choose from, 60 missions, a full crew of playable pilots, and Logitech® Flight Force™ flight stick support, AirForce Delta Strike defies the limits.

TEEN
T
CONTENT RATED BY
ESRB
Mild Language
Violence

PlayStation®2

KONAMI

www.konami.com/usa

KONAMI® and Airforce Delta Strike™ are either registered trademarks or trademarks of KONAMI CORPORATION. ©2004 KONAMI & Konami Computer Entertainment Studios. Lockheed Martin trademarks used under license to Konami Corporation. Produced under license from Boeing Management Company. Produced under a license from Northrop Grumman Systems Corporation. Produced under license from BAE SYSTEMS PLC. Certain Aircraft names and designs are protected by trademarks, copyright and other rights owned by BAE SYSTEMS PLC and its partners and are not to be reproduced except as permitted by the license without the prior written consent of BAE SYSTEMS PLC. With support of JGSDF, JMSDF, and JASDF. ©2004 Logitech. All rights reserved. Logitech, the Logitech logo and other Logitech marks are owned by Logitech and may be registered. All other trademarks are the property of their respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Entertainment Software Association.

REVIEWS

Making the world a more perfect place.

OFFICIAL U.S. PLAYSTATION MAGAZINE
GAME OF THE MONTH

ZIN IS IN

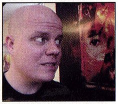
Old school to the Max

There wasn't a whole lot that was really exceptional this month, but *Maximo vs. Army of Zin's* vast improvement over its predecessor made it Game of the Month.

MEET THE CRITICS

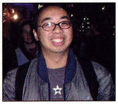
JOHN DAVISON
John's New Year's resolution: pick a haircut and stick with it. And play more *SOCOM II*.
Current Favorites: *NFSU*, *SOCOM II*, *Prince of Persia*
Favorite Genres: Driving and shooting

DANA JONGEWAARD
Dana was excited about her new job at *OPM*—till she had to review *American Idol*.
Current Favorites: Anything not based on a TV show
Favorite Genres: RPG, Puzzle, Adventure

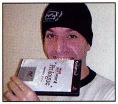


JOE RYBICKI
Joe couldn't decide which frightened him more: *Fatal Frame II* or *Lowrider*.
Current Favorites: *Fatal Frame II*, *SOCOM II*
Favorite Genres: Puzzle, Adventure, Online Shooting

CHRIS BAKER
At the VGA after-party, Chris "accidentally" grazed Jenna Jameson as she walked by.
Current Favorites: *Baldur's Gate: DA II*, *Maximo vs. AOZ*
Favorite Genres: Action, Adventure, Strategy, Sports



THIERRY (SCOOTER) NGUYEN
With Gary gone, Scooter became our Man in Japan. He loves Pocari Sweat now.
Current Favorites: *FFX-2*, *Prince of Persia*, *Dark Cloud 2*
Favorite Genres: FPS, RPG, pretending to be Japanese



GIANCARLO VARANINI
Giancarlo wants to buy a $150 wheel just for *GT4 Prologue*. Yes, he's an idiot.
Current Favorites: *GT4 Prologue*, *R&C: GC*, *Madden*
Favorite Genres: Sports, Action, Driving, Sitting

REVIEWS

PS2 GAMES		
101	American Idol	★
105	Baldur's Gate: Dark Alliance II	★★★½
101	Blowout	★★★
102	Carmen Sandiego: The Secret of the Stolen Drums	★★½
101	EverQuest Online Adventures: Frontiers	★★★½
102	Fatal Frame II: Crimson Butterfly	★★★★
102	Haunted Mansion	★★★
103	Intellivision Lives!	★★★½
103	Jeopardy!	★★½
103	Lowrider	★½
104	Max Payne 2: The Fall of Max Payne	★★★½
100	Maximo vs. Army of Zin	★★★★
103	Mission: Impossible–Operation Surma	★★
104	Monster 4x4: Masters of Metal	★★½
99	Sonic Heroes	★★
104	Terminator 3: Rise of the Machines	★½
PERIPHERALS		
105	2.4GHz Wireless Controller	★★★★
105	BFM-V.9000	★★½

100
CLASSIC
***Maximo* makes good**
Bust out the heart boxers

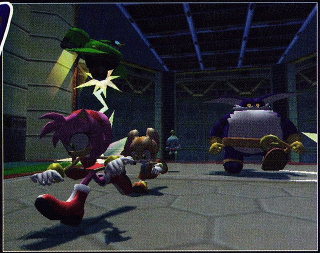
102
SCARY
***Fatal Frame II* rocks**
Prepare to be terrified

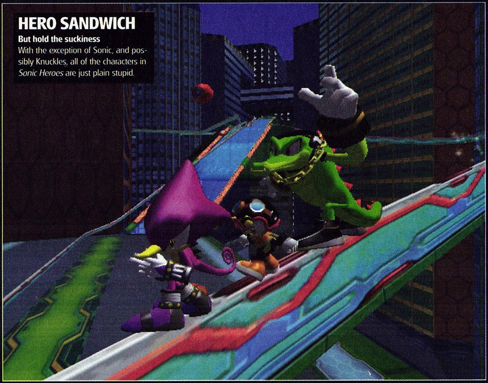
105
FAMILIAR
Return to *Baldur's Gate*
More than just new levels?

SONIC HEROES

Where's Sonic going next? Into the garbage can, that's where!

Publisher: Sega **Developer:** Sonic Team **MSRP:** $49.99 **ESRB:** Everyone





HERO SANDWICH

But hold the suckiness

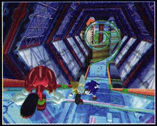
With the exception of Sonic, and possibly Knuckles, all of the characters in *Sonic Heroes* are just plain stupid.

Sonic used to be a relatively simple blue hedgehog. His life revolved around running really fast, freeing cute, fuzzy creatures from their mechanical confines, and occasionally beating the snot out of the evil Dr. Robotnik. But at some point, Sonic Team thought it would be a good idea to give Sonic some animal friends with abilities that complement his speed. These characters added some variation to Sonic's otherwise straightforward adventures, but with *Sonic Heroes*, it's now clear that they've aided in the destruction of a once proud franchise.

Each of *Sonic Heroes'* four teams has a speed character, flying character, and strength character, who has the ability to smash objects and glide. You can switch among these characters at any time during a level, although some spots require a specific character's skill to pass. At any rate, with the exception of the Sonic-type speed characters, none of these characters are all that fun to control, mainly because they slow the game's pace. In addition, the speed characters have a tricky jump attack that becomes the source of some major problems later in the game because of its inconsistent behavior—sometimes it works properly and sometimes it doesn't, but either way, it seems to be based more on luck than skill.

But let's give credit where it's due—*Sonic Heroes* is a giant mess on the whole. For starters, you encounter plenty of nice little glitches throughout the game, including random spots where characters just fall through solid objects because of some lame collision detection.

Walking up a ramp only to see Sonic (or whichever furry you're controlling) fall right through it is incredibly irritating, to say the least. Then there's the camera, which isn't actually all that bad, until you try adjusting it manually, which you have to do to find some secret areas. For some reason, the camera doesn't move back to its default position right away, but instead occupies a spot behind the lead character's head, obscuring enemies and obstacles and making jumps more difficult.



The lack of polish doesn't end there. The level design for a good portion of the game is sloppy at best, featuring very few truly entertaining moments. It just feels like you're playing through the same section (albeit with a few adjustments) multiple times before the ending area magically appears. Interestingly, the levels for the Chaotix team are a little different than the others—they require you to search for certain items. While this seems like a nice departure initially, it becomes painfully clear that these are the worst levels, simply because their design really isn't conducive to searching for tiny objects.

If you've been an ardent follower of all things Sonic over the past few years, then you'll likely be disappointed by *Sonic Heroes'* lack of polish. And you'll be more disappointed by the fact that this game does little to return the series back to what made it so fun to begin with. New characters plus less-than-stellar level design equals disappointment.

Giancarlo Varanini

✪✪

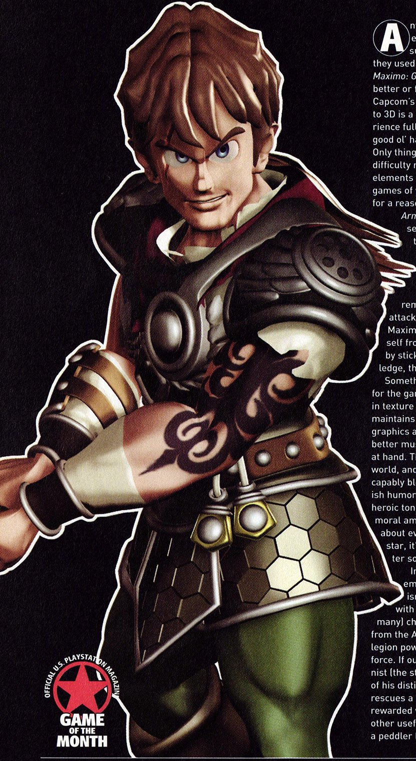
Maximo: baximo. Discuss.

INSIDE JOKE
The first level in *Army of Zin* takes place in Oakmead Hollow, named after the street Capcom is located on in Sunnyvale, CA.

MAXIMO VS. ARMY OF ZIN

For anyone who longs to play 'em like they used to

Publisher: Capcom **Developer:** Capcom **MSRP:** $4999 **ESRB:** Teen



OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

Any old-school gamer who ever laments that "they sure don't make 'em like they used to" hasn't played *Maximo: Ghosts to Glory*—for better or for worse. The debut of Capcom's hero in hearted boxers to 3D is a gameplay-driven experience full of platforming and good ol' hack-'n'-slash elements. Only thing is, its obscene difficulty reminds us that some elements pertaining to the games of yore have disappeared for a reason.

Army of Zin moves the series in a positive direction. What *Ghosts* did well, *Zin* does better; what *Ghosts* did poorly, *Zin* improves. The solid gameplay remains, with a few new attack moves added as well. Maximo can even save himself from falling to his death by sticking his blade into a ledge, then hoisting himself up.

Something also has to be said for the game's look. Though weak in texture use in some spots, *Zin* maintains the original's great graphics and adds some even better music that suits the action at hand. The look of Maximo, his world, and all of its denizens capably blends a feel of cartoonish humor with an all-business, heroic tone. At a time when moral ambiguity marks just about every new videogame star, it's nice to see a character so purely heroic.

In an attempt to further emphasize Maxie's heroism, *Zin* presents him with frequent (arguably too many) chances to save others from the Army of Zin, a robotic legion powered by human life force. If our scar-faced protagonist (the story details the origin of his distinguishing battle mark) rescues a peasant or soldier, he's rewarded with keys, koins, or other useful accessories; saving a peddler (even the ones who inexplicably make a living in the human-free, highly dangerous bowels of the earth), can net him powered-up weapons, items, moves...and boxers. These magical BVDs allow for souped-up abilities. My only complaint: You can only equip one at a time, and switching among them grows tiresome. Each boasts useful, but limited, power, so there's no reason you shouldn't permanently possess one's capability once you buy a pair.

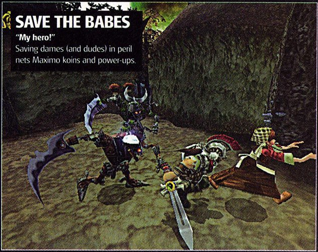
Of all *Zin*'s improvements, the most marked is the fun factor. A big part of this has to do with the toned-down difficulty—instead of being next to impossible, *Zin* is merely *really freakin' tough.* Even when you die frequently (sometimes cheaply), the game never feels unbeatable—and it never is. However, don't be surprised if you start giving the sturdiness of your controller a workout near the end, when there are too many places to fall to your death (often unfairly, due to camera flaws).

The Death Koins continue system is used again, and it is still frustrating: Running out of koins means starting all the way back at the beginning of a level, instead of at the last checkpoint. Only the most hardcore gamers could possibly enjoy this archaic continue method. This system makes *Zin* more difficult than it ought to be—and it's plenty difficult to begin with.

Still, *Zin* is one fun game for anyone who longs to play 'em like they used to. With a little more refinement, Capcom could have a truly great series on its hands by the time *Maximo 3* comes around.

Chris Baker

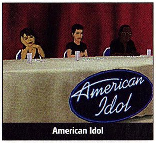
★★★★



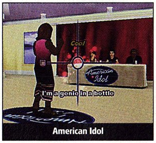
SAVE THE BABES
"My hero!"
Saving dames (and dudes) in peril nets Maximo koins and power-ups.

JUST A LITTLE POPULAR
When the call went out for auditions for season three of *American Idol*, more than 70,000 people responded.

3,472 Damage per second each *EQ* player (in a group of 200) had to inflict on The Sleeper (a dragon with 10 billion hit points) in order to kill it within four hours.


American Idol

Blowout



American Idol

Blowout

AMERICAN IDOL

Publisher: Codemasters
Developer: Hothouse Creations
MSRP: $99.99 **ESRB:** Everyone

There's something fundamentally wrong about the fact that you can beat *American Idol*—and not miss a single note—with the sound off.

The game gives you the opportunity to compete against other contestants for a shot at being the next American Idol. After making important decisions about things like your wardrobe, hairstyle, and eye shadow intensity, you're allowed to select a song from a list of easy-listening favorites. Rather than have you do any real singing, *American Idol* instead emulates *DDR* and has you punching buttons (or using your dance pad) in time to the music. Simon Cowell, Paula Abdul, and Randy Jackson provide lackluster voiceovers for the evaluations; victories unlock additional outfits.

In addition to competition, there are four other modes, but none of them actually offers any gameplay. In karaoke and party play modes, your character mouths the words to your song of choice, and you're supposed to sit there and sing along. There's no way for the game to rate you, although in party play mode, you and your friends can rate each other. And jukebox mode lets you listen to game characters sing the songs. Whoopee!

There's really no reason to buy this game. If you like karaoke, get *Karaoke Revolution*. If you like punching buttons, *DDR* will fit the bill. And if you actually like the type of music that's performed on *American Idol*, then just tune in to your local lite-rock station.

Dana Jongewaard

★

BLOWOUT

Publisher: Majesco
Developer: Terminal Reality
MSRP: $9.99 **ESRB:** Teen

Seeing *Blowout*'s $10 price tag might lead you to assume that it outright sucks. Not so. It's actually a decided step above all-out mediocrity—a slight one, granted, but still a pleasant surprise.

Blowout most obviously compares to a *Contra* game because of its 2D-shooter look and feel. As the game progresses, you collect a variety of weapons (machine gun, shotgun, flamethrower, etc.) and pretty much just blast the crap out of every mutant insect, crustacean, and what-the-hell-izzit in front of you. And while the large boss characters who make no biological sense also have *Contra* written all over them, the game's emphasis on platforming and—welcome or not—backtracking actually sparks memories of old-school *Metroid*. Meanwhile, its map system seems ripped almost straight out of *Castlevania: Symphony of the Night*.

Come to think of it, the only real hint of originality comes by way of *Blowout*'s control scheme. This could be the only PlayStation game I've ever played that uses almost every button *except* X. Not a big deal, but worth noting.

Unfortunately, the only thing worth noting about the game's hero, Marshall "Dutch" Cane, is that he's easily the most pathetic attempt at creating a videogame badass I've seen in a long, long time. And do they really have to make a joke about his cigar smoking once every seven minutes? Let the man char his lungs already! Since no one will pay attention to his game, the man deserves a vice.

Chris Baker

★★★

Necrosnake
Aesop
Lumaripal

Critical Flurry
manticore

EVERQUEST ONLINE ADVENTURES: FRONTIERS

A worthy update–just don't play it alone

Publisher: Sony Online Entertainment
Developer: Sony Online Entertainment
MSRP: $29.99 **ESRB:** Teen

Frontiers is a puzzling game: It's pretty damn good when you're playing with a bunch of cool people, but there aren't nearly enough people playing it. And frankly, there won't be unless more of you buy it. But if you're not predisposed to liking MMORPGs in general, much less *EQOA*, I wouldn't really recommend this game. So, I ultimately find myself *wanting* to like it more than I *actually* do like it.

Total newbies to MMORPGs will have a pretty rough beginning with *Frontiers*. While the tutorial is decent, the game still has some newbie-unfriendly elements. For one thing, you can never tell where the hell you are, since there's no in-game map. But the worst aspect of the newbie experience is the lack of low-level players. In *EverQuest*, you'd often be awash in random people's typings, whether they were selling items, looking for a group, or shrieking for help. After starting a newbie character here, however, I hardly saw anybody—I can literally count the number of people I ran into (besides my coworkers) on one hand. Early on, a quest pretty much requires you to group together, and I had a hard time even doing that.

Contentwise, while the graphical updates seem more like a touch-up than an overhaul, *Frontiers* adds quite a bit to the core game. The addition of ogres as a race (cool) and alchemist as a class (questionable) are solid. Trade skills have been added for this one, so you're not limited to just killing and looting—you can make a reasonable living by crafting items, just like in the PC game. Finally, there's a whole lotta new areas to explore, with some cool high-level dungeons and quests hidden in the world.

And it's at the higher levels that the EverCrack feeling starts to kick in. New high-level dungeons, such as the Pirate Cove or the Barren Coast, are filled with good players fighting, looting, laughing, and loving—all the good and sociable players are high level. Abilities, spells, and epic quests are all much better at higher levels, as well, but alas, it takes an obscenely long time to reach these epic levels. You're going to need to kiss most of your life away if you're starting from scratch.

Again, I find myself wanting more people to play *Frontiers*, so I can have a better experience. But I can't just say, "go buy this," because odds are, if you don't understand the phrase "14 druid LFG! will also SOW," then this is not the game for you. Unless you have friends already playing or a high tolerance for monotony, you might want to give *Frontiers* a pass, especially with *Final Fantasy XI* around the corner. But if you're already zipping around Norrath with your cool level-55 monk, then this is a pretty awesome expansion for you.

Thierry Nguyen

★★★½

Giant brute
Critical Flurry
Derren
Derren
Target
Giant brute

Can we turn the lights on now?

1969 The year Disneyland's Haunted Mansion ride opened.

FATAL FRAME II: CRIMSON BUTTERFLY

If it doesn't scare you, you're already dead

Publisher: Tecmo
Developer: Project Zero
MSRP: $49.99 **ESRB:** Mature

Dread is a complex emotion. More powerful than shock (think dogs jumping through windows) or revulsion (dogs with *oozing, four-way-splitting heads* jumping through windows), it's much more difficult to sustain. Dread must be nurtured with horror, carefully regulated so as not to desensitize the recipient. Make the horror too frequent, and it becomes commonplace; too infrequent, and the recipient has time to recover.

Crimson Butterfly walks that fine line very well, throwing some disturbing visuals at you before backing off just long enough so you *almost* start to feel like you're safe...and then coming back at you twice as hard as before. It toys with you coyly, snatching away your flashlight here, swiping your camera there. But to my great relief, it never gets as nasty with you as in the previous game.

Whereas the first *Fatal Frame* requires you to hoard your film and health items like priceless jewels, *Crimson Butterfly* is a bit more generous. Right off the bat, you get an (admittedly weak) endless roll of film, so if things get really bad, you can always fall back on it. Things tend not to get that bad, though, as I found just enough of the more powerful film when and where I needed it. It's a similar situation with health items, which seemed plentiful but not ubiquitous—not so many that you stop feeling nervous, but not so few that you start feeling frustrated. Which leaves you free to feel just plain scared.

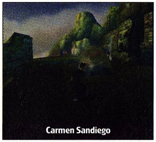
Another great tactic is being forced to lead your twin sister around the village. She has a bad leg and can't run as fast as you, so you're limited to a quick hobble as you try to get away from the specters. Things get even more tense as you learn that the entire history of the village revolves around sets of ill-fated twins.

These techniques are all the more impressive to me because I found *Crimson Butterfly*'s premise to be less scary than the original game's. Perhaps it's the ancient Japanese village setting; I was able to overcome the cultural barrier of the Japanese mansion in *Fatal Frame*, but adding a barrier of time as well as culture—well, it's just too far removed from my life. I guarantee, if this game were set in the suburban Midwest, it would make me weep like a little girl. As it is, it just makes me shake a little. That may also be due to the somewhat less terrifying ghost designs—shades of villagers with torches just don't scare me that much. (Although I must admit that the laughing girl in the bloodstained kimono standing on a pile of corpses did make me want to go find a happy place.)

As with most games like this, your mileage may vary. You may be less willing than I am to suspend your disbelief and give in to the game; you may not be willing to make the commitment of playing only at night, in the dark, with the surround sound cranked up. If so, it may not be as scary for you. But one thing I can guarantee: If you like to be scared, you owe it to yourself to play this game.

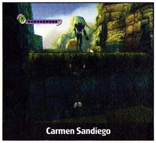
Joe Rybicki

★★★★



Carmen Sandiego

Haunted Mansion



Carmen Sandiego

Haunted Mansion

CARMEN SANDIEGO: THE SECRET OF THE STOLEN DRUMS

Publisher: BAM! Entertainment
Developer: Artificial Mind & Movement
MSRP: $39.99 **ESRB:** Everyone

It was with some sadness that I discovered that *Carmen Sandiego: The Secret of the Stolen Drums* does *not* come with a spiffy *World Almanac*. Those of you who've played these games in the past will also be disappointed to find out that you don't perform investigative work (questioning witnesses, examining evidence) to generate an arrest warrant for a particular criminal, eventually working your way up to catching Sandiego herself. Rather, you get a run-of-the-mill action-adventure game with sprinkles of puzzle solving and fact learning tossed in.

As Cole Gannon, you run around, hit robots and monsters with your staff, collect puzzle pieces, and use said pieces in actual puzzles related to the region (like unscrambling a tribal symbol). The puzzles and between-mission areas give you chunks of educational info, but the rest is just mediocre running, hitting, and jumping action.

For a potentially edutaining game aimed at youngsters, the stealth aspects (you often need to sneak behind Carmen's robots to hit them) are a bit difficult; press too hard on your analog stick, and you're detected right away. Also, the camera gets sticky in the most annoying places.

It's sad to see an old franchise become something so generic—if you're really set on learning something while you game, try listening to *Ulysses* on tape the next time you play *Ratchet & Clank*.

Thierry Nguyen

★★½

HAUNTED MANSION

Publisher: TDK Mediactive
Developer: Disney Interactive
MSRP: $39.99 **ESRB:** Teen

The box office success of both *Pirates of the Caribbean* and *Haunted Mansion* has assured us that we'll be seeing a steady stream of Disneyland-ride-based entertainment over the next few years. Cross your fingers, kids—maybe the next game will be *Mad Tea Party*!

In what passes for plot in *Haunted Mansion*, main character Zeke Holloway stumbles upon a mansion, and he's then charged with eradicating the haunts contained within. Gameplay is very formulaic: Enter a room, fight off the various enemies (spiders, ghosts, knights in shining armor) who attack you, solve the puzzle so you can turn on the light, then use your soul catcher to collect the souls hiding in the room. Also scattered throughout the mansion are various artifacts that earn you extra lives and additional courage.

Combat is incredibly simple, since your only weapon is the soul catcher, which has unlimited ammunition. The game even keeps a tally of the number of souls remaining in a room, so you're never stuck returning to previously explored rooms to see if you've missed any. And if you do die of fright, you'll be resurrected in the exact same spot in battle, as long as you have lives left.

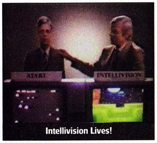
This is by no means an original game, nor is it very challenging, but I still had a decent time playing it. If you enjoy puzzle solving and are looking for a way to kill an afternoon, there are worse ways you could spend your time.

Dana Jongewaard

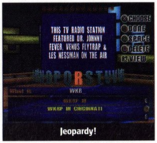
★★★

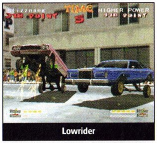
DID YOU KNOW?
Intellivision's *Major League Baseball* (1980) was the first licensed sports game. (It's just *Baseball* in *Intellivision Lives!*)

BIG MONEY...
With a budget of $75 million, the first *Mission: Impossible* film made $180 million. No wonder the third one comes out next year.

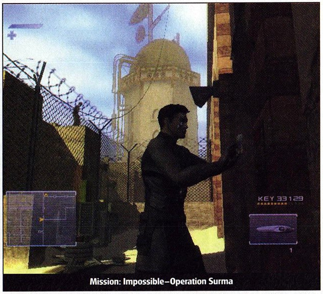


Intellivision Lives!

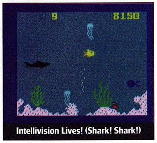

THIS TV RADIO STATION FEATURED DR. JOHNNY FEVER, VENUS FLYTRAP & LES NESSMAN ON THE AIR
CHOOSE
DONE
SPACE
DELETE
REVIEW
WKRP IN CINCINNATI
Jeopardy!



Lowrider



Mission: Impossible–Operation Surma



Intellivision Lives! (Shark! Shark!)

Jeopardy!

HOME
MONEY $2200
RADICAL 131%
FANS 3000
Blizznang
GO!
Lowrider

INTELLIVISION LIVES!

Publisher: Crave
Developer: Realtime
MSRP: $19.99 **ESRB:** Everyone

"And so I sit here / With a condition / I really need my / Intellivision."

So laments the unnamed singer of "My Intellivision," one of eight amusing tracks inspired by Mattel Electronics' early-'80s system that are included as background for *Intellivision Lives!*. Truth be told, I've kinda been feeling the same condition myself lately—inner nostalgia has screamed at me to return to the games of my first console.

Only thing is, now that my condition is remedied, I've figured out a name for it: as-soon-as-I-actually-play-these-again-I'll-find-out-how-crappy-most-really-are-itis.

That's not to say *Lives!* isn't worth picking up—in fact, I'd encourage it for children of the '80s or hardcore gamers who yearn for a better understanding of gaming history. A few commercials starring the late George Plimpton enhance the package, as do the funny, interesting production notes. You even get an idea of what the system's odd controller was like by hitting Select in the middle of any game—some games even *require* it.

And just because most of the 60-plus games in this collection are nearly unplayable by today's standards (don't let *Frog Bog*'s amazing day-and-night graphics make you forget that its control totally bites), that doesn't mean they all blow. In fact, some remain downright fun (most notably *Night Stalker*, *Snafu*, *Baseball*, and *Shark! Shark!*). Of course, another 60 or so games are excluded, mostly for licensing reasons. But you can't have everything. Most suck anyway.

Chris Baker

★★★½

JEOPARDY!

Publisher: Atari
Developer: Artech Studios
MSRP: $29.99 **ESRB:** Everyone

He may yield to Johnny Gilbert when it comes to presenting the 5,200 answers in PS2 *Jeopardy!*, but Alex Trebek has been kind enough to visit this review to offer a few that missed the cut. Lionel Richie has, for no apparent reason, also stopped by to correctly question each answer. Take it away, Alex....

ALEX: Thank you, Chris. The category: Laziness. The answer: Just as it did with *Wheel of Fortune*, Artech has cut serious corners with *Jeopardy!*, making only these miniscule updates to the three-year-old PS1 version.

LIONEL: What are new answers and partially improved graphics?

ALEX: Correct! Next category: Obvious Omissions. Answer: With a USB port included on every PS2, Artech was foolish to leave out compatibility with this device for *Jeopardy!*.

LIONEL: What is a keyboard? Do that to me one more time, Alex!

ALEX: Indeed. The category: Annoyances. Answer: The creepiest thing in PS2 *Jeopardy!*.

LIONEL: What is the freaky full-motion video of *you*, Alex? Ooh, I could do this *all night long*!

ALEX: Precisely. Final category: Total Mediocrity. The answer: This entirely uninspired PS2 game may satisfy diehard fans of the show it's based on, but only because of features like a sample contestant exam and a contestant profile saved on memory card.

LIONEL: What is *Jeopardy!*? Oh, what a feelin'!

Chris Baker

★★½

LOWRIDER

Publisher: Jaleco
Developer: Pacific Century Cyber Works
MSRP: $39.99 **ESRB:** Teen

No matter what else you say about *Lowrider*, you can't claim it's pretty. From the menu screens to the low-polygon vehicles to the hilarious, badly drawn 2D crowds, this car-bouncing rhythm game (which in itself sounds like a weird joke) looks like the kind of thing a couple of bored college students would put together in their free time. Or maybe a couple of *horny* college students would be more accurate, judging from the loading screens (why does Whitesnake come to mind?) and the assortment of just-barely-PG-13 hood murals offered as customizations for your ride.

The ultrasimplistic gameplay doesn't do much to change the first impression delivered by the bargain-basement presentation. The gameplay consists mostly of timed bounces. You get points for bouncing well (I swear I'm not making any of this up), and winning a round nets you cash, which you can then use to gradually turn your junkyard salvage job into a head-turning land shark.

I know this all sounds ridiculous, and it is. And yet, there's a certain goofy, tacky charm to the game that's oddly appealing. Maybe I'm a sucker for the so-bad-it's-good vibe, but cruising down the San Diego strip while cartoony, paper-thin spectators call out the bounces they want to see—to me, that's comedy. It ain't worth 40 bucks by any stretch of the imagination, but it's sure to be a trophy find when it hits the clearance bins.

Joe Rybicki

★½

MISSION: IMPOSSIBLE OPERATION SURMA

Publisher: Atari
Developer: Paradigm Entertainment
MSRP: $49.99 **ESRB:** Teen

Some games feel all wrong from the moment you put the disc in, and *Mission: Impossible* is one of them. On paper, it has all the necessary parts to make it something very special indeed, but it fails to deliver on its promises. It desperately, desperately wants to be *Splinter Cell*, but if that's what you're expecting, you're going to be sorely disappointed. It doesn't look as good, the voice work isn't as good (I didn't realize Ving Rhames was in it until someone told me, and Ethan sounds more like Snake than Tom Cruise), and most important, the controls aren't as good.

Although not as bad as *Tomb Raider*, *MI* is marred by an appallingly complex control system that (if you're anything like me) you'll never get used to. The camera system is partly to blame. The left analog stick is, predictably, used for movement and the right is used for the camera. But for some reason, everything on the right stick is ass backwards. Fortunately, you can invert the vertical movement, but you're stuck with a lateral system where moving the stick to the left moves your view to the right. The net result is that, more often than not, you'll end up moving it the wrong way.

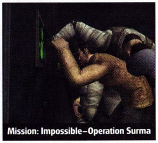
This isn't the only problem: Simply trying to make Ethan perform the moves of an action hero feels unnecessarily convoluted. Pulling a gun and shooting at a guard requires you to tap the D-pad, the equip button, the action button, and then the fire button before you can drop him. Why couldn't they have stolen *Splinter Cell*'s controls while they were stealing some of its other ideas?

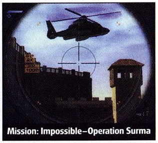
As in the movies, gadgets play a big part—but the logic of how you come to acquire them is never adequately explained during missions, so you often start out with very little in your possession, but then find yourself suddenly equipped with a fancy techno marvel just by walking down a flight of stairs.

Some attempt has been made to provide a degree of freedom to the gameplay. While Atari would have us believe that it's "open ended," what it really means is that you can either kill everyone or you can sneak around. Either action takes you to the same place in the story, though, so it's no more "open ended" than the games it's trying to imitate. Which kinda sums up the whole game. It's trying to imitate plenty, but it fails to equal any of its peers.

John Davison

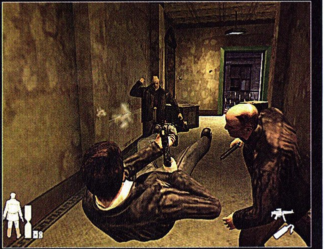
★★


Mission: Impossible–Operation Surma


Mission: Impossible–Operation Surma

"Practiced bravado"?! Come *on*.

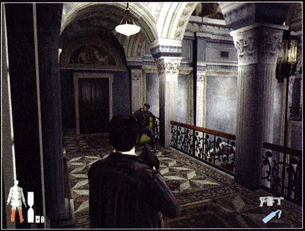
...AND NOT SO BIG MONEY
After three months, *Terminator 3* still hadn't made its money back at the box office. Ouch.



MAX PAYNE 2: THE FALL OF MAX PAYNE

The bigger they come...

Publisher: Rockstar
Developer: Remedy
MSRP: $49.99 **ESRB:** Mature



I think I liked the first *Max Payne* more than a lot of people. This is probably because I took all that over-the-top film noir narration as somewhat tongue-in-cheek. (Though how you could possibly take lines like "The sun went down with practiced bravado" seriously is beyond me.) I thought the first game had a lot of technical issues, but in my mind, the story and the gameplay were enough to counteract those weaknesses.

It's a similar situation with *Max Payne 2*—only this time, there isn't quite enough on the gameplay side of the scale to outweigh the dumb technical problems.

At least they're not the same problems as in the last game, but honestly, that doesn't really make them any less annoying. It's now possible to skip cinematics, for example—but you often do so at the price of having to watch a loading screen.

Speaking of loading screens, you'll become very familiar with them, due to the frustrating save system and the multitude of cheap deaths. For some reason, the game has neither checkpoints nor an autosave function, so anytime you want to save your progress, you need to head out to the main menu and do it there. That's not a huge annoyance in itself (though a quicksave would have been *most* welcome), but combined with the fact that you have to sit through a good 30 seconds of loading every time you die—even if you died in exactly the same spot as your last save—it gets pretty excruciating.

And you'll be dying a *lot*. I don't know whose idea it was to include so many jumping segments, but I see two possible remedies: Either a) fire that person and never speak of this again, or b) improve the controls so that you're not as likely to just slide off ledges, ladders, and platforms. Being able to, I dunno, *walk* instead of having to run all the time might be a good start. Adding options for controller sensitivity would help things, too.

I know I'm sounding very negative here, but I gripe about these things only because the game itself is so good. The story, while not as unnerving as the original, is still more interesting than just about any other videogame plot; what other game lets you play through the main character's twisted dreams?

Other highlights include the revamped bullet time (it's not just for diving anymore!), the dramatically improved physics (exhibited best when defenestrating an enemy with the help of a shotgun), the frequently witty script, the introduction of a second playable character, and the significant increase in nonplayable characters for Max to interact with.

The bottom line: *Max Payne 2* is still a blast to play—it's just that you're likely to spend as much time watching cinemas, storyboards, and loading screens as actually *playing* the game. For a six- to eight-hour game, that's just not right.

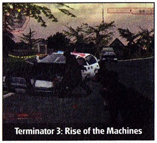
Joe Rybicki

★★★◐

Monster 4x4: Masters of Metal

Terminator 3: Rise of the Machines

Monster 4x4: Masters of Metal



Terminator 3: Rise of the Machines

MONSTER 4X4: MASTERS OF METAL

Publisher: Ubisoft
Developer: Clear Channel Entertainment
MSRP: $29.99 **ESRB:** Everyone

Sunday! Sunday! Sunday! Monster trucks collide with PlayStation 2! Grave Digger, Madusa, Prowler, and Bulldozer—see all of your favorite monster trucks as they go head-to-head on exciting open-circuit courses, smashing their way to the finish line! Smash! Smash! Smash! Fences, lampposts, skating rinks—nothing is safe! Don't like outdoor races? Fine! Check out the traditional stadium tracks for a taste of what it's like to really control a monster truck! These bad boys don't steer like your mom's station wagon! You might even have trouble adjusting to these behemoths, but that only means more crashes! The real pros can demonstrate their skills in the driving challenges! Like wheelies and doughnuts? This game has them! But, who cares? Stadium racing and skill challenges aren't as fun as outdoor racing, unless you're playing with a bucket of nachos sitting next to you! Nachos! Nachos! Nachos!

Looking for a serious challenge? Then don't bother with *Masters of Metal*! The competition drives like a raccoon drunk on moonshine! Drunk raccoons! An entire career lasts only a matter of hours! Where do you go when you've completed everything and become the champion? Nowhere! Nowhere! Nowhere! Because there's no reason to keep playing!

Masters of Metal offers inconsistent fun and excitement! Tickets are only $30 at the gate, but there are better shows in town!

Giancarlo Varanini

★★◐

TERMINATOR 3: RISE OF THE MACHINES

Publisher: Atari
Developer: Black Ops Ent.
MSRP: $29.99 **ESRB:** Teen

A game that reenacts the actual war with the machines that's only glimpsed at during the course of the three *Terminator* movies could have worked. Instead, what you get is a generic shooter (with fighting elements) made even worse by what appear to be totally amateur design gaffes.

The destructible environments don't really explode—walls and columns simply disappear when fired at. The auto lock-on disguises the craptacular hit detection: A rocket to the head sails right through said head. Also, while California's governor may not be the fastest robot around, that doesn't excuse the obscenely long weapon-switching times (if it takes Terminators 10 seconds to go from an empty gun to a live one, how the hell are they winning?). The one piece of *Terminator* flavor: a series of painfully unfunny quips from the Governator himself.

At first, the fighting portion looks snazzy...until you notice that all you need are three kicks, a throw, then repeat. Whether you're fighting a T900 or the TX, it doesn't matter—they all fall for that braindead tactic.

Really, the best thing on this disc is the *T3: Redemption* demo and the "Sergeant Candy" video (also included on the *T3* DVD). It is, thankfully, a roughly four-hour affair, but that time is probably better spent actually watching the two excellent (and one decent) *Terminator* movies.

Thierry Nguyen

★◐

FUN WITH ACRONYMS

If the BFM-V.9000 follows traditional gamer naming conventions, the "B" stands for "big" and the "M" stands for "monitor"...

FUN WITH ANAGRAMS

Baldur's Gate: "a badger slut"

2.4 GHz Wireless Controller

2.4 GHz Wireless Controller

2.4GHZ WIRELESS CONTROLLER

Manufacturer: Hip Gear
MSRP: $34.99

Why is 2.4GHz so important that it's actually part of this controller's name? Because the vast majority of wireless controllers operate on the 900MHz band, which is both slower and more prone to interference from household devices. While this is not a problem in many applications, 2.4GHz is where you want to be for timing-intensive games such as shooters and platformers.

GET DISCONNECTED

The best of the rest in wireless

You get what you pay for, mostly:

Cordless Controller *2.4GHz · Logitech · $59.95*	★★★★★
Chameleon Wireless *900MHz · Pelican · $34.99*	★★★
Predator Wireless *900MHz · Pelican · $39.95*	★★★

The only other wireless controller I'm aware of that operates on the 2.4GHz band is Logitech's fine wireless unit. But Hip Gear's product here has one advantage over Logitech's: Its D-pad is actually useable.

On Logitech's controller, the D-pad is recessed, making it far too easy to nudge it up or down while you're trying to hit Left or Right. Many other wireless pads suffer from similar maladies.

Hip Gear's pad has the opposite problem: The buttons are set so high, with so much dead space, that you have to hit them much more firmly than on a standard DualShock. That's not to say Hip Gear's pad is uncomfortable—just be prepared to get your ass kicked while you get the hang of it.

Joe Rybicki

★★★★

BFM-V.9000

BFM-V.9000

BFM-V.9000

Manufacturer: Elite Interactive
MSRP: $349.99

No, the price isn't a misprint. For the price of a decent 27-inch flat-tube TV, you can be the proud owner of a 13-inch LCD screen. Someone hold me back; I'm tempted to rush to the store right now.

Sorry, I'll quit the sarcasm. In all seriousness, the BFM is a well-designed, stylish product. The TFT LCD is supported by an integrated tripod system that is surprisingly sturdy. It comes with two small speakers that slide into the sides of the screen in an ingeniously compact fashion, and—my favorite feature—an S-video cable that carries both video and audio in a single plug. Why doesn't my TV at home have this?

The unit feels fairly sturdy, and surprisingly heavy, so it probably won't tip over or slide around if you put it on, say, a coffee table. This is all good.

What's not so good is the fact that the screen is astonishingly dark; I set the game and the screen to their highest possible brightness settings and still could barely see a thing in *Fatal Frame*. Even the brightest sections of *Prince of Persia* look as though a storm's moving in. The screen also seems to lack a certain crispness; this is surprising for a TFT screen, and there's no sharpness control to fix it. On top of everything, the unit I reviewed had odd vertical bands of brightness, which I couldn't seem to get rid of.

Plus, in case I hadn't mentioned it, it's *three hundred fifty dollars*. If you're *desperate* for something portable that's also fairly large, you might consider it. Maybe.

Joe Rybicki

★★½

BALDUR'S GATE: DARK ALLIANCE II

Just wait for Champions of Norrath

Publisher: Vivendi Universal
Developer: Black Isle
MSRP: $49.99 **ESRB:** Teen

It might not seem fair to compare a finished game like *Baldur's Gate: Dark Alliance II* to an incomplete one such as Sony Online's similar action-RPG, *Champions of Norrath*, due out in a few months. But when the unfinished title already bests the completed product, that says a lot. Fortunately, that's more of an endorsement for *Champions* than a damning of *Dark Alliance II*. Still, the latter is disappointing even compared to its predecessor.

Things start off well enough for *Dark Alliance II* when you notice you have five characters to choose from instead of the last game's three. However, they all seem somehow less appealing—and not just because, like all other characters in the game, they look worse than those in part one. The fact that you have no way to immediately customize their looks or battle stats (as you can in *Champions*) also takes a bit away from the RPG-ness of it all.

Thankfully, each time your character levels up, you have plenty of customization options. Do you spend all your points on low-power spells that you can progressively soup up, or do you save them until you level up again to, for example, grant Dorn the Barbarian the ability to wield two-handed weapons in one hand? It's fun strategy, but nothing you haven't seen if you played the last game (and nothing you won't see soon enough in *Champions*).

In fact, the only thing you really haven't seen before in a PS2 game like this is the ability to forge your own powered-up weapons. However, this only really amounts to granting a cool name to your blade (something like "+1 Remarkable Great Axe of Might") with a slight boost to its actual effectiveness.

With a few exceptions, the forgettable dungeons in *Dark Alliance II* tend to feel blindly laid out by runners-up in a "create your own *Dark Alliance* level" contest. I don't remember encountering so many narrow halls in the last game—the layout also highlights how slowly the camera moves.

Furthermore, with *Champions* breathing down its neck, how can *Dark Alliance II* lack not only any online capability, but also the option to team up with three friends? It's still a two-player-only affair. A fun one, granted, but the more the merrier.

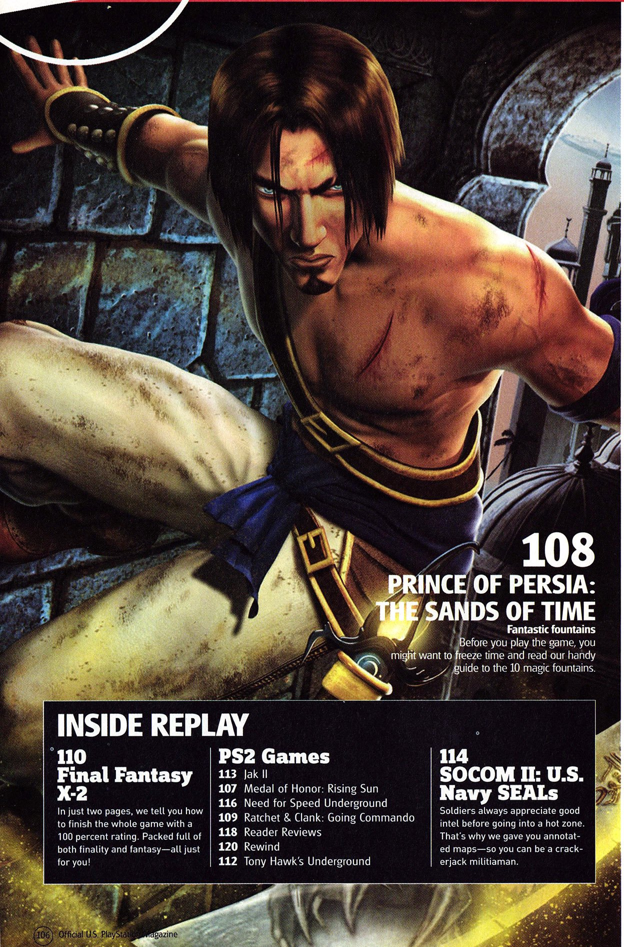
Complaints aside, it's tough to mess up a game that uses the same technology as the best *Diablo*-style game ever on a console. If incessant hack-n-slash doesn't bore you, *Dark Alliance II* has enough solid gameplay to entertain you until *Champions*. But you're better off waiting.

Chris Baker

★★★½

REPLAY

Making you all princes of gaming.



108

PRINCE OF PERSIA: THE SANDS OF TIME

Fantastic fountains

Before you play the game, you might want to freeze time and read our handy guide to the 10 magic fountains.

INSIDE REPLAY

110
Final Fantasy X-2

In just two pages, we tell you how to finish the whole game with a 100 percent rating. Packed full of both finality and fantasy—all just for you!

PS2 Games

113 Jak II
107 Medal of Honor: Rising Sun
116 Need for Speed Underground
109 Ratchet & Clank: Going Commando
118 Reader Reviews
120 Rewind
112 Tony Hawk's Underground

114
SOCOM II: U.S. Navy SEALs

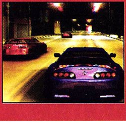
Soldiers always appreciate good intel before going into a hot zone. That's why we gave you annotated maps—so you can be a crackerjack militiaman.

PS2 TRICKS AND REVIEW ARCHIVE

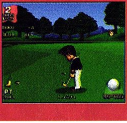
Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates its rank in the top-selling games for each system. ⚡ indicates game supports online play.

GAME	PUBLISHER	SCORE	ISSUE
.hack//INFECTION	Bandai	★★★½	65
.hack//MUTATION	Bandai	★★★★	69
.hack//OUTBREAK	Bandai	★★★★	73
.hack//QUARANTINE	Bandai	★★★★	76
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	**Namco**	★★★★½	**51**
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
Aliens Versus Predator: Extinction	EA Games	★★★½	72
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Alter Echo	THQ	★★	73
⚡ Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
Ape Escape 2	Ubisoft	★★★★½	70
Aqua Aqua	3DO	★★	42
Arc the Lad: Twilight of the Spirits	Sony CEA	★★★★	70
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	**Sony CEA**	★★★★	**42**
⚡ ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
⚡ Auto Modellista	Capcom	★★½	69
Backyard Wrestling: Don't Try This at Home	Eidos	★★½	75
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Rise of Sin Tzu	Ubisoft	★★	74
Batman: Vengeance	Ubisoft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
Battlestar Galactica	Vivendi Universal	★★★	76
Beyond Good and Evil	Ubisoft	★★★★	75
Big Mutha Truckers	Empire	★★★	71
Bionicle: The Game	EA Games	★★½	75
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
Bloody Roar 4	Konami	★	75
BMX XXX	Acclaim	★½	65
Bombastic	Capcom	★★½	72
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Buffy the Vampire Slayer: Chaos Bleeds	Sierra/Fox	★★★	73
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63

112 TRICK!
Tony Hawk's Underground
Specials for special people



116 DRIFT!
Need for Speed: Underground
Driftless layabouts, you are.

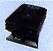


120 REWIND!
February 1999
Five-year-old love

GAME	PUBLISHER	SCORE	ISSUE
Butt-Ugly Martians: Zoom or Doom!	Crave	●●	73
Cabela's Big Game Hunter	Activision	●●◐	67
Cabela's Dangerous Hunts	Activision	●●◐	76
Cabela's Deer Hunt 2004 Season	Activision	●●◐	74
Capcom vs. SNK 2	Capcom	●●●●◐	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◐	50
Castlevania: Lament of Innocence	Konami	●●●●	74
The Cat in the Hat	Vivendi Universal	●●	76
Chaos Legion	Capcom	●●●◐	70
⚡ Chessmaster	Ubisoft	●●●◐	70
Choplifter: Crisis Shield	Xicat	●●●	69
City Crisis	Take 2	●●●	48
Clock Tower 3	Capcom	●●●	68
Colin McRae Rally 3	**Codemasters**	★★★★★	**68**
Commandos 2: Men of Courage	Eidos	●●	62
Conflict: Desert Storm	Gotham Games	●◐	63
Conflict: Desert Storm II	Gotham Games	●●●	74
Conflict Zone	Ubisoft	●●◐	63
Contra: Shattered Soldier	Konami	●●●●◐	64
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	●●●◐	**51**
Crash Nitro Kart	Vivendi Universal	●●●◐	76
Crazy Taxi	**Acclaim**	●●●●	**46**
Crouching Tiger, Hidden Dragon	Ubisoft	●●	74
Culdcept	SNK	●●●◐	75
Dark Angel: Vampire Apocalypse	Metro3D	●◐	49
Dark Cloud	**Sony CEA**	●●●●◐	**46**
Dark Cloud 2	**Sony CEA**	★★★★★	**66**
Dark Summit	THQ	●●●◐	52
Dave Mirra Freestyle BMX 2	**Acclaim**	●●●◐	**50**
DDRMAX	Konami	●●●●	63
DDRMAX 2	Konami	●●●●	74
Dead or Alive 2: Hardcore	Tecmo	●●●●◐	39
Dead to Rights	Namco	●●●	65
Def Jam: Vendetta	EA Sports Big	●●●●	67
Defender	Midway	●●●◐	62
Deus Ex: The Conspiracy	Eidos	●●●●◐	56
Devil May Cry	**Capcom**	★★★★★	**50**
Devil May Cry 2	Capcom	●●●	66
Dino Stalker	Capcom	●●●◐	61
Disaster Report	Agetec	●●●◐	65
Disgaea: Hour of Darkness	Atlus	●●●●	72
Disney Golf	EA Games	●●●●	61
Disney's Extreme Skate Adventure	Activision	●●●●	73
Disney's PK: Out of the Shadows	Ubisoft	●●◐	63
Disney's Treasure Planet	Sony CEA	●●●◐	64
Donald Duck: Goin' Quackers	Ubisoft	●●●◐	42
Downforce	Titus	●●	57
Downhill Domination	Sony CEA	●●●●	71
Dr. Muto	Midway	●●◐	63
Dragon Ball Z: Budokai	Atari	●●●◐	65
Dragon Ball Z: Budokai 2	Atari	●●◐	76
Dragon Rage	3DO	●◐	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam	●	52
Driving Emotion Type-S	Square EA	●●◐	41
Drome Racers	EA Games	●●◐	64
Dropship	Bam	●●●●	57
Dual Hearts	Atlus	●●●	61
Dynasty Tactics	Koei	●●●●◐	61
Dynasty Tactics 2	Koei	●●●●	74
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Dynasty Warriors 3: Xtreme Legends	Koei	●●●◐	65
Dynasty Warriors 4	Koei	●●●●◐	68
Dynasty Warriors 4: Xtreme Legends	Koei	●●●◐	75
Ecco the Dolphin: Defender of the Future	Acclaim	●●◐	56
Egg Mania: Eggstreme Madness	Kemco	●●◐	61

GAME	PUBLISHER	SCORE	ISSUE
eJay Clubworld	Crave	●●	73
Endgame	Empire	●●	59
Enter the Matrix	Atari	●●●	71
Ephemeral Fantasia	Konami	●◐	49
Escape From Monkey Island	**LucasArts**	★★★★★	**46**
⚡ ESPN College Hoops	Sega Sports	●●●◐	76
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS Extra Time	Konami	●●	44
ESPN National Hockey Night	Konami	●◐	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
⚡ ESPN NBA Basketball	**Sega Sports**	★★★★★	**75**
⚡ ESPN NHL Hockey	Sega Sports	●●●●◐	73
⚡ ESPN NFL Football	Sega Sports	●●●●◐	72
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◐	56
Everblue 2	Capcom	●●●	66
Evergrace	Agetec	●●	39
⚡ EverQuest Online Adventures	Sony Online Ent.	●●◐	66
Evil Dead: A Fistful of Boomstick	THQ	●●●	70
Evil Twin	Ubisoft	●●	52
Evolution Skateboarding	Konami	●●◐	63
Evolution Snowboarding	Konami	●	65
Extermination	Sony CEA	●●◐	48
Extreme-G III	Acclaim	●●●●	50
⑭ **Eye Toy**	**Sony**	●●●●◐	**74**

Score well in "Boogie Down." Get a high enough score, and you now have even more songs to, well, boogie down to.



GAME	PUBLISHER	SCORE	ISSUE
F1 2001	**EA Sports**	★★★★★	**52**
F1 2002	EA Sports	●●●●◐	60
F1 Career Challenge	**EA Sports**	★★★★★	**71**
F1 Championship	Ubisoft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◐	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
Ferrari F355 Challenge	Sega	●●	61
FIFA 2001 Major League Soccer	EA Sports	●●●●◐	39
FIFA 2002	EA Sports	●●●●◐	51
FIFA Soccer 2003	**EA Sports**	★★★★★	**63**
⑨ **⚡ FIFA Soccer 2004**	**EA Sports**	★★★★★	**75**

We had a hard time finding any good tricks or codes, and we know that there are a lot of your soccer fans out there. So why don't ya help us out with some tips for *FIFA*? Thank you muchly.

GAME	PUBLISHER	SCORE	ISSUE
Fighter Maker 2	Agetec	●◐	64
Final Fantasy X	**Square EA**	★★★★★	**53**
① **Final Fantasy X-2**	**Square Enix USA**	★★★★★	**75**

We just told you how to get 100% complete in the game (see page 110)! What more do you want? Come back next month.

GAME	PUBLISHER	SCORE	ISSUE
Finding Nemo	THQ	●●●◐	71
Fireblade	Midway	●●◐	59
Fisherman's Challenge	Konami	●●	67
Ford Racing 2	Gotham Games	●●◐	76
Forever Kingdom	Agetec	●◐	53
Formula One 2001	Sony CEA	●●◐	50
Freaky Flyers	Midway	●●●◐	72
Freedom Fighters	**EA Games**	★★★★★	**73**
Freekstyle	EA Sports Big	●●●●	59
Freestyle Metal X	Midway	●●●	71
Frequency	Sony CEA	●●●◐	52
Frogger: The Great Quest	Konami	●◐	53
Frogger's Adventure: The Rescue	Konami	●●◐	76
Fugitive Hunter	Encore	●	76
Funkmaster Flex's Digital Hitz Factory	XS Games	●●●●	76

MEDAL OF HONOR: RISING SUN

Multiplayer abilities

Choose the best character for your individual playing style with the help of this handy chart, courtesy of our friends at Prima.

MULTIPLAYER CHARACTERS KEY

Accuracy	A high score indicates better firing accuracy.
Aggression	A high aggression score indicates a tendency to attack rather than look for more powerful weapons/ammo; it also means one is more likely to pursue enemies.
Bravery	A high rating indicates a greater likelihood to attack rather than look for a health pack; table value is the health ratio threshold for retreating for health (a higher rating means less retreating).
Camping	A high value indicates a preference for camping or sitting at an ambush point.
Teamwork	A high value relates to better cooperation with teammates (Team Deathmatch only).
Grenades	A high value means more likely to use grenades.
Jumping	A high value means more likely to jump when strafing.
Crouching	A high value indicates a tendency to crouch when camping or using cover.
Fire Rate	A high value indicates an increased rate of fire.
Dodging	A high value indicates a better dodge chance (quicker reaction speed).

ALLIES

Name	Accuracy	Aggression	Bravery	Camping	Teamwork	Grenades	Jumping	Crouching	Fire Rate	Dodging	Total Score
Zwick	2	2	2	7	1	4	2	8	5	1	33
Rickshaw Joe	3	7	5	2	1	1	10	1	5	1	36
Tanaka	5	1	8	6	8	2	3	3	2	3	41
Spinelli	4	4	5	5	6	6	4	3	4	4	45
Tarver	2	7	7	2	5	3	6	4	5	7	49
Raj	5	10	10	5	1	6	1	8	5	1	52
Joe	6	5	10	2	10	4	3	2	6	7	55
Geoff	6	6	6	6	6	6	6	6	6	5	59
Loeffler	5	6	6	4	4	4	10	4	10	10	63
Donnie	7	5	10	5	10	8	4	5	7	6	67
Floyd	7	10	5	3	10	10	7	3	7	7	69
Silas	10	6	8	9	7	5	6	6	8	6	71
Lawton	9	9	10	5	8	5	5	8	8	7	75
Bromley	9	10	10	6	8	9	9	6	8	8	83
Harrison	10	9	10	10	8	7	9	10	10	8	87

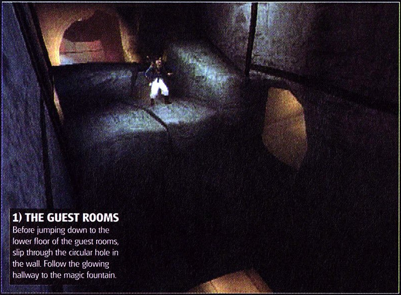
AXIS

Name	Accuracy	Aggression	Bravery	Camping	Teamwork	Grenades	Jumping	Crouching	Fire Rate	Dodging	Total Score
Ishiyama (Stone worker)	2	2	2	7	1	4	2	8	5	1	33
Ukijima (Coral)	3	1	1	2	8	1	1	7	5	7	36
Kaijo (Sea creature)	5	1	8	6	8	2	3	3	2	3	41
Kandler	2	2	3	10	2	8	4	9	4	6	45
Kohda	2	7	7	2	5	3	6	4	5	7	49
Toragami (Tiger)	7	10	10	2	2	6	1	6	7	1	52
Serguei	6	5	7	2	10	4	3	5	6	7	55
Moriya	6	6	6	6	6	6	6	6	6	5	59
Dogan	5	6	6	4	4	4	10	4	10	10	63
Fukami	7	5	8	10	10	2	4	8	7	6	67
Takeuchi	7	10	5	3	10	10	7	3	7	7	69
Heigen (Camper)	10	6	8	9	7	5	6	6	8	6	71
Oomomo	9	9	8	5	4	1	10	8	8	10	75
Shogun	10	10	10	2	10	10	9	2	10	10	83
Karimura	10	10	10	10	1	7	9	10	8	10	85

SAY IT, DON'T SPRAY IT
Thanks to BradyGames for helping us find the magic fountains and transfer that knowledge right to you!

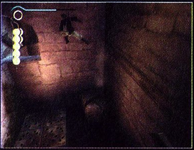
PRINCE OF PERSIA: THE SANDS OF TIME

Boost the Prince's health by drinking from all 10 magic fountains



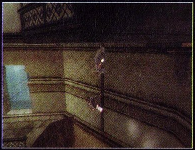
1) THE GUEST ROOMS

Before jumping down to the lower floor of the guest rooms, slip through the circular hole in the wall. Follow the glowing hallway to the magic fountain.



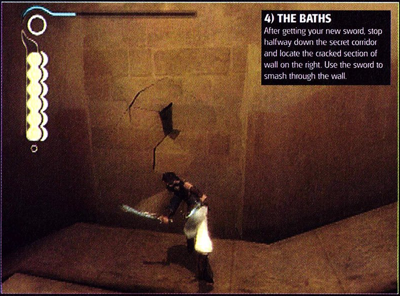
2) COURTYARD

Locate the block in the corner of the alcove where the sand cloud was located. Stand atop this block, run up the wall on the right, then leap across to grab the ledge. You'll find a corridor on the other side.



3) THE TOWER

At the top of the tower, before you climb the ladder, turn to the left and run along the wall under the buzz saw to reach the hole in the wall. Follow the corridor to the mysterious rope bridges.



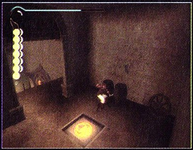
4) THE BATHS

After getting your new sword, stop halfway down the secret corridor and locate the cracked section of wall on the right. Use the sword to smash through the wall.

GO OLD SCHOOL

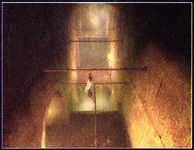
Unlock the original Prince of Persia

After retrieving the new sword from the baths, the Prince and Farah descend into the ruins of an older castle beneath the Sultan's palace. They separate briefly, but then reunite in a room with a switch and some broken columns. Ever notice how that switch can be set to three different positions? Ever notice how that third position doesn't seem to do anything? Ever notice how the wall that the switch points at looks a little different...?



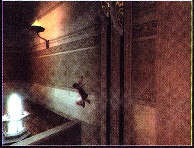
5) THE STABLES

Don't exit the stables after opening the gate! Instead, smash through the barrels and the cracked masonry near the floor switch to reveal another mysterious corridor leading to another magic fountain.



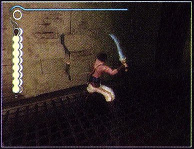
6) THE PALACE RESERVOIR

Before you climb the rope out of the reservoir, swing into the uppermost archway. Run up the wall opposite the archway and leap for the bar. Swing across to the cracked wall and bust it open.



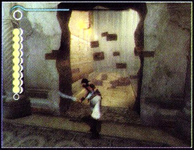
7) HALL OF LEARNING

Run along the wall on the upper level; go past the two sets of buzz saws to the ledge with the shiny blue energy crystal on it. Smash through the weak spot in the wall.



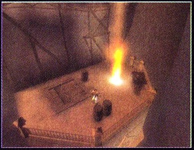
8) THE PRISON

Enter the corridor leading out of the prison area and locate the cracked wall on the right. Smash through the wall to uncover another secret passage.



9) THE TOWER OF DAWN

There is a cracked wall prior to the final left turn in the corridor leading from the entrance to the tower. Break through the wall to reveal another secret passage.



10) SCALING THE FOUNDATION

After your first battle with the black sword, drop from the edge by the sand cloud. Shimmy around, drop to the bar, and flip up into the room above. Smash through the door.

Prince of Persia: Better, worse, or the same as *Ico*? Discuss. Send us your answers at opm@ziffdavis.com with the subject "I Am Not Worthy to Play Prince of Persia."

PRODIGY

Prince of Persia creator Jordan Mechner made his first game while studying at Yale. *Karateka* went on to sell 500,000 copies.

NO RARITANIUM

But there are elements called einsteinium, californium, and even berkelium. Just look at your periodic table for proof!

GAME	PUBLISHER	SCORE	ISSUE
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
Futurama	Vivendi Universal	★★½	72
G1 Jockey 3	Koei	★★★½	69
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gallop Racer 2003: A New Breed	Tecmo	★★★	69
Gauntlet: Dark Legacy	Midway	★★★½	46
The Getaway	Sony CEA	★★★★	66
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Gladiator: Sword of Vengeance	Acclaim	★★	75
Gladius	LucasArts	★★★★	74
Goblin Commander: Unleash the Horde	Jaleco	★★½	76
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	★★★★★	**46**
Grand Prix Challenge	Atari	★★★½	68
Grand Theft Auto: Vice City	**Rockstar**	★★★★★	**63**
Grand Theft Auto III	**Rockstar**	★★★★★	**52**
Grandia II	Ubisoft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
The Great Escape	Gotham Games	★★★½	72
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	★★★★★	**51**
Harry Potter: Quidditch World Cup	EA Games	★★★	75
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harry Potter and the Sorcerer's Stone	EA Games	★½	76
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	★★★★★	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
The Hobbit	Vivendi Universal	★★★½	76
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
The Hulk	Vivendi Universal	★★★★	70
Hunter: The Reckoning–Wayward	Interplay	★★½	72
Hypersonic Xtreme	Majesco	★★½	67
I-Ninja	Namco	★★★½	75
Ico	**Sony CEA**	★★★★★	**50**
Indiana Jones and the Emperor's Tomb	LucasArts	★★★	71
Indy Car Series	Codemasters	★★★	71
Island Extreme Stunts	EA Games	★★★½	65
The Italian Job	Eidos	★★	72
Jade Cocoon 2	Ubisoft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	★★★★★	**52**
Jak II	Sony CEA	★★★½	74
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: NightFire	Activision	★★★★½	64
James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
The Jungle Book: Rhythm n' Groove	Ubisoft	★★★	69
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
K-1 World Grand Prix	Konami	★★	71
Karaoke Revolution	Konami	★★★★	75
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kill.Switch	Namco	★★★★½	75
Kinetica	Sony CEA	★★★★½	50

GAME	PUBLISHER	SCORE	ISSUE
The King of Fighters 2000/2001	Bandai	★★½	76
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Kya: Dark Lineage	Atari	★★½	76
Le Mans 24 Hours	Infogrames	★★½	48
Legacy of Kain: Defiance	Eidos	★★½	76
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubisoft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
Lethal Skies II	Sammy	★★★½	74
Looney Tunes: Back in Action	EA Games	★	76
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
⑦ ⚡ **The Lord of the Rings: The Return of the King**	**EA Games**	★★★★★	**75**

RETURN OF THE CODE Once you complete the game for the first time, you'll unlock the secret codes list. Then, do the following:

1) Start a mission.

2) Press Start to pause the game.

3) Press and hold L1+R1+L2+R2.

4) Enter the code for the intended effect.

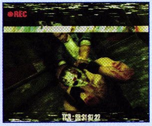
Code	Effect
⬇, ⬆, △, □	All upgrades
△, ⬇, △, ⬆	Always devastating
□, □, ⬆, ○	Infinite missiles
□, ○, □, ⬇	Invulnerable
○, ⬆, △, ⬇	Perfect mode
□, □, ○, ○	Restore health
⬆, ○, ⬇, □	Targeting indicator mode
⬆, □, △, ⬇	Unlocks Aragorn's 4-hit combo
△, ⬆, □, ✕	Unlocks Gandalf's level 4 abilities

GAME	PUBLISHER	SCORE	ISSUE
Mace Griffin Bounty Hunter	Vivendi Universal	★★	71
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
⚡ **Madden NFL 2003**	**EA Sports**	★★★★★	**60**
⑬ ⚡ **Madden NFL 2004**	**EA Sports**	★★★★★	**72**

CHEAP WAY TO MAKE MONEY Start a regular game (season or home playoff), save, and then quit. Reload your franchise file, and it will resume where you last saved, but the computer will recharge everyone, so all your ticket sales, concessions, and whatnot will be doubled. This only works when you're the home team, though.

GAME	PUBLISHER	SCORE	ISSUE
Magic Pengel: The Quest for Color	Agetec	★★★★	69
⑩ **Manhunt**	**Rockstar**	★★★½	**76**

STAR POWER



Here's a breakdown of how the star system works. Look out for codes themselves next month! The stars represent how well you played (at the end of the game, you get a score that is based on all the stars you got added together). For every level in which you get three stars, you open artwork (available under Bonus Features on main menu). The 20 levels are broken down into groups of fives (1-5, 6-10, 11-15, 16-20); if you get three or more stars in any of those groups, you open up a bonus level, of which there are four total. Finally, if you score five stars in a level (only available by playing on Hardcore difficulty), you open part of a code; these codes show up on the artwork itself.

GAME	PUBLISHER	SCORE	ISSUE
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts to Glory	Capcom	★★★½	54

REPLAY FORUM

RATCHET & CLANK: FAT LOOT

When you get to the mining site on planet Tabora, it won't take you long to figure out that you can earn vast amounts of bolts by trading crystals in to the mystic repair guy. There are 86 crystals, which amounts to 86,000 dollars. This is great and should be taken into consideration when you try to use the magna boots found on planet Joba in the first arena battle. Also, when you wander through the desert, you should notice that there is some sort of vehicle that can be reached by the magna boots on a platform. This is not a sandspeeder but a very delicate mining machine that can be used to rack up the raritanium. Since it is so weak, you will want to collect all of the crystals (it isn't hard) and dispatch all of the enemies associated with the crystals. This way when you do mine for the raritanium, you won't have to keep running back to the platform to retrieve a new vehicle if yours explodes. A total of 32 raritanium can be found—and believe me, you'll need them to upgrade your ship before you visit the deep-space disposal. This game rules!

Joey Mitchell
jim_thome_rulz@hotmail.com

Thanks for the hookup on these two ways to score some cash and bolts. We like readers who inform—because that means less work and more play for us editors. Keep it up!

GAME	PUBLISHER	SCORE	ISSUE
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**58**
⑤ ⚡ **Medal of Honor: Rising Sun**	**EA Games**	★★★½	**76**

Those multiplayer tips weren't enough for ya? Fine then—try going into the Options menu and inputting these passwords:

Password	Effect
MANDARIN	Achilles head mode
PUFFER	Always sniper mode
TANG	Bullet-shield mode
TRIGGER	Invisible soldiers mode
HOGFISH	Perfectionist mode
DAMSEL	Rubber grenades mode
GARIBALDI	All replay items
SPINEFOOT	Makes everyone's arms HUGE
SEAHORSE	Men with hats
TILEFISH	Silver-bullet mode
GOBY	Unlimited ammunition
BUTTERFLY	Unlocks all missions

GAME	PUBLISHER	SCORE	ISSUE
Mega Man X7	Capcom	★★★½	74
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Arms: Glitch in the System	Vivendi Universal	★★★★	75
Metal Gear Solid 2	**Konami**	★★★★★	**51**
Metal Gear Solid 2: Substance	**Konami**	★★★★★	**67**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	★★★★	**39**
⚡ **Midnight Club II**	**Rockstar**	★★★★★	**67**
Midway Arcade Treasures	Midway	★★★½	76
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XS Games	★★★½	69
Mobile Suit Gundam: Encounters in Space	Bandai	★	75
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Mojo!	Crave	★★½	73
Monopoly Party	Infogrames	★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monster Rancher 4	Tecmo	★★★½	75
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
MTV's Celebrity Deathmatch	Gotham Games	★½	76
The Mummy Returns	Universal	★½	52
Music Maker	Magix	★★★★	69
MVP Baseball 2003	EA Sports	★★★½	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47
MX Rider	Infogrames	★★★½	52
MX Superfly Featuring Ricky Carmichael	THQ	★★★½	59
⚡ My Street	Sony CEA	★★★	67
Myst III: Exile	Ubisoft	★★★½	63
Mystic Heroes	Koei	★★½	64
Namco Museum	Namco	★★★½	53
NASCAR 2001	EA Sports	★★½	40
NASCAR Heat	Infogrames	★★★★	47
NASCAR Thunder 2002	EA Sports	★★★★½	51
NASCAR Thunder 2003	EA Sports	★★★★½	62
⚡ **NASCAR Thunder 2004**	**EA Sports**	★★★★★	**73**
NASCAR: Dirt to Daytona	Infogrames	★★★½	63
Naval Ops: Warship Gunner	Koei	★★★	71
NBA 2K2	**Sega Sports**	★★★★★	**53**
⚡ **NBA 2K3**	**Sega Sports**	★★★★★	**63**
NBA Hoopz	Midway	★★★	44
NBA Jam 2004	Acclaim	★★½	75
NBA Live 2001	EA Sports	★★★	42
NBA Live 2002	EA Sports	★★½	51
⚡ NBA Live 2003	EA Sports	★★★★	63

Dress-up time, kids.

TONBERRY
Tonberries were first discovered in *Final Fantasy V*, but Americans had to wait until *Final Fantasy III/VI* to meet one.

FINAL FANTASY X-2

100 percent walkthrough to a perfect ending

Chapter 1 Start

1.6% LUCA
- Examine the moogle (Yuna) at Harbor No. 2.
- Complete the Get Back the Result Plate mission.

3.4% CELSIUS
- Speak with Rikku, Paine, Brother, Buddy, and Shinra.
- Speak to the barkeep in the cabin.
- Rest in the cabin.
- Watch the sphere movie The Reason for the Journey.

6.0% MT. GAGAZET
- Get to the top of the Gagazet ruins within the time limit.
- Complete the Compete With LeBlanc Gang mission.

6.6% CELSIUS
- Speak with Brother and choose "Be nice."

8.2% LUCA
- Complete the Truth Behind Yuna's Concert mission.
- Speak with Rin in the Luca Stadium basement.

8.4% MI'IHEN HIGHROAD
- Arrive at Mi'ihen Highroad.

13.0% MUSHROOM ROCK
- Speak with Yavel.
- Speak with Clasko at the entrance, then complete the Mushroom Rock Fiend Quest mission.
- Lead Clasko into the *Celsius*.
- Speak with Lucil twice at the Youth League headquarters.
- Repeatedly speak with Maechen until he agrees to shake your hands at the Youth League headquarters.
- Speak with Ormi, Logos, and Maroda at the bottom of the valley.
- Get back to the *Celsius* and watch the Crimson Squad Report 1 Sphere located in your Treasure Spheres collection.
- Speak to Clasko in the cabin.

14.0% D'JOSE TEMPLE
- Get the letter of introduction from Gippal.

14.6% MOONFLOW
- Complete the Escort Transportation Vehicle mission (don't lose any luggage).

15.0% GUADOSALAM
- Reach the Farplane entrance.

15.2% THUNDER PLAINS
- Reach the Thunder Plain.

17.4% MACALANIA WOODS
- Speak to Bayra in the southern section.
- Speak to Donga at the Holy Spring.
- Speak to Pukutak in the northern section.
- Speak to Tromell five times at the Sphere Spring.
- Complete the Chase Down O'aka mission.
- Head back to the *Celsius* and speak to O'aka in the cabin.
- Before the Chapter 3 mission Ensure Safety of Travel Agency ends, pay off all of O'aka's debts.

18.2% BIKANEL DESERT
- Complete the Al Bhed Machine Parts Excavation mission.

18.8% BEVELLE
- Speak to Baralai in the middle of the city.

19.0% CALM LANDS
- Reach the Calm Lands.
- Begin to advertise for one of the two companies located in the Calm Lands.

19.4% MT. GAGAZET
- Reach Gagazet Mountain.

21.6% BESAID ISLAND
- Complete the Find Wakka mission.

23.4% ZANARKAND RUINS
- Answer yes to Cid in Yevon Dome/Chamber of the Fayth.
- Complete the Scored Treasure Sphere mission.

23.6% CELSIUS

25.2% KILIKA ISLAND
- Get to Dona's home and talk to her.
- Complete the Grab the Sphere! mission.

178
183
Attack
Ormi
Logos
Leblanc
Yuna HP 864 MP
Rikku HP 1022 MP
Paine HP 1353 MP

Chapter 2 Start

NOTE: If you choose New Ebon at the beginning of Chapter 2, the max percentage is 99.2 percent.

27.6% CELSIUS
- Take a nap in the cabin.
- Give the sphere to the Youth League.

28.6% MUSHROOM ROCK
- Give the sphere to Nooj.

29.2% CELSIUS

30.0% BESAID ISLAND
- Complete the Challenge Gun Shooting mission.

30.2% KILIKA ISLAND
- Reach Kilika Island.

31.0% LUCA
- Get an interview with Shelinda.

32.4% MI'IHEN HIGHROAD
- After you capture the chocobo in the Chocobo mission, get to Calli within the time limit.
- Take Clasko, Calli, and the chocobo to the front of the travel agency on the *Celsius*.

33.4% MUSHROOM ROCK ROAD
- Speak with Elma and Lucil in front of the Youth League headquarters.
- Speak to Nooj at the bottom of the valley.
- Head back to the *Celsius* and watch Akagi Report 7.

33.6% MOONFLOW
- Complete the Sell Tickets mission; you must sell all 10.

33.8% GUADOSALAM
- Speak to the soldiers near LeBlanc's hideout.

34.0% THUNDER PLAINS
- Speak to Cid.

35.4% MACALANIA FOREST
- Complete the Find the Musicians mission.

36.2% CALM LANDS
- Let Clasko off of the *Celsius*.
- Complete the Get Rid of the Fiends in the Ruins mission.
- Catch the chocobo before Chapter 3 ends.
- Speak to Lian and Ayde at the center of the Calm Lands.

36.6% ZANARKAND RUINS
- Speak to Isaar in the dome corridor.
- Finish the mission Secret Mission before Chapter 3 ends.

37.0% DJOSE TEMPLE
- Complete the Get the Soldier's Uniform mission.

37.2% BIKANEL DESERT
- Complete the Oasis Investigation mission.

38.2% MT. GAGAZET
- After Kimahri allows Yuna to investigate at Fayth Scar, speak to him a second time.
- Go to Fayth Scar to trigger the hot-spring event.
- Complete the Grab the Soldier's Uniform mission.

38.4% CELSIUS

41.8% GUARDO SALAM
- Complete the If Stolen, Steal It Back mission.

42.2% CELSIUS

44.8% BEVELLE
- Complete the Operation Smuggle Into Bevelle mission.

OK, even though we just told you how to finish the game, what else do you want to know? Write to us at opm@ziffdavis.com.

MOOGLE

Some people claim that moogles first appeared in *Final Fantasy III*, but the generally accepted first sighting is *Final Fantasy Adventure*.

CAIT SITH

He first appeared in *Final Fantasy VII*. Duh. But did you know that "cait sith" is Celtic for "fairy cat"?

Chapter 3 Start

45.6% CELSIUS
- Sleep in the cabin.

46.4% LUCA
- Win the Sphere Break tournament.

47.0% MI'IHEN HIGHROAD
- Complete the Stop the Machina on Rampage mission.

47.4% MUSHROOM ROCK ROAD
- Speak to Luciel and Yaibal at the entrance.

47.6% DJOSE TEMPLE
- Speak to Gippal by Djose Temple.

47.8% MOONFLOW
- Speak to Tobli on the south side.

49.8% GUADOSALAM
- Watch the sphere in LeBlanc's hideout.
- After watching the sphere, speak to Maechen.
- Obtain Akagi Sphere 4 from the treasure box at LeBlanc's hideout, then head back to the Celsius and watch Memory of Akagi 4.

50.0% THUNDER PLAINS
- Speak to Rian and Aide on the north side.

50.8% MACALANIA FOREST
- Complete the Secure the Safety of the Travel Agency mission after paying off O'aka's debt.

51.2% BIKANEL ISLAND
- Talk to Marnela at the Cactuar Nation.

51.6% CALM LANDS
- Complete the Rescue All the Tourists mission.
- Go to the center area and place a CommSphere.
- Watch Shinra set up the CommSphere at the upper part of the ruins.

52.0% GAGAZET MOUNTAIN
- Complete the Prevent Ronso From Deploying mission.

52.2% ZANARKAND RUINS
- Talk to Isaar in the hallway in Yevon Dome.

54.2% BESAID ISLAND
- Complete the Defeat the Monsters in the Temple (Besaid Temple) mission.

55.2% KILIKA ISLAND
- Complete the Defeat the Monsters in the Temple (Kilika Temple) mission.

55.8% CELSIUS

57.4% BEVELLE
- See Gippal in the anteroom.
- Under Bevelle, Great Depth Area, view Nooj and others in a meeting.
- Under Bevelle, Great Depth Area, pick up Akagi Sphere 1. Head back to the Celsius and watch Memory of Akagi 1.

59.6% DJOSE TEMPLE
- Complete the Defeat the Monsters in the Temple (Djose Temple) mission.
- Listen to the whistle four times at the Farplane Abyss.

Chapter 4 Start

61.4% CELSIUS
- Watch Memory of Akagi 2 and Memory of Akagi 3.
- Sleep in the cabin.

62.2% CELSIUS COMMSPHERE
- Speak to Wakka at Besaid Island.
- Speak to Donna at Kilika Island.
- Speak to Yaibal at Mushroom Rock Road.
- Speak to Maroda at Bevelle.

63.0% CELSIUS
- Speak to Paine on the deck.

67.4% CELSIUS COMMSPHERE
- Speak to Wakka and Beklem at Besaid Island.
- Speak to Bartello at Kilika Island.
- See Shelinda interviewing the citizens of Luca.
- Gather evidence at Mihen Highway—the suspect will be either the chocobo eater or Rikku.
- Listen to the Al Bhed talking at Djose Temple.
- Speak to Uno at Guadosalam.
- Catch the chocobo with transmission sets at Thunder Plains.
- Listen to the band member talking at the Macalania Forest entrance.
- Speak to O'aka at the Macalania Forest travel agency.
- Speak to Nhadala at Bikanel Island.
- Listen to Clasko talk about his chocobo at the Calm Lands chocobo farm.
- Speak to Kimahri at Mt. Gagazet.
- At the Mt. Gagazet hot spring, watch CommSpheres 3, 7, 8, 10, 11, 12, 14, 15.

68.2% MOONFLOW
- Complete the Find Tobli! mission.

69.2% CELSIUS

71.6% CELSIUS, COMMUNICATION SPHERE
- Speak to Beklem and Lulu at Besaid Island.
- Listen to Dona talk at Kilika Island.
- Speak to Bartello at Kilika Temple.
- Speak to Luciel and Yaibal at Mushroom Rock Road.
- Speak to Elma at MoonFlow.
- Speak to Uno at Guadosalam.
- Speak to O'aka at the Macalania Forest travel agency.
- Speak to Isaar at the Zanarkand ruins.

72.0% THUNDER PLAINS
- Complete the Defeat the Monster in the Thunder Plains mission.

73.0% CELSIUS

73.4% THUNDER PLAINS
- The concert begins.

75.6% CELSIUS
- Speak to LeBlanc and the others in the power room.

Chapter 5 Start

77.6% CELSIUS
- Watch Memory of Akagi 5 from the Treasure Sphere Collection menu.
- Speak to Buddy on the bridge.
- Rest in the cabin, then watch Brother express his grievances.
- Speak to Buddy in the engine room.

78.4% ZANARKAND RUINS
- Complete the episode.
- Listen to Maechen speak.

80.2% BESAID ISLAND
- Complete the episode.

81.2% KILIKA ISLAND
- Complete the episode.

81.8% LUCA
- Complete the Chase the Moogle mission!

82.0% MI'IHEN HIGHROAD
- Complete the resolution part of Rin's investigation.

85.0% MUSHROOM ROCK ROAD
- Complete the Youth League Battle Tournament mission.
- Speak to Luciel at the Youth League headquarters.
- Head back to the *Celsius* and watch the One Who Seeks Death sphere.
- After obtaining all of the Akagi spheres, defeat Nooj at the bottom of the Sealed Cave.

85.8% DJOSE TEMPLE
- Complete the Challenging Machina Faction's Super Machina mission by defeating the experiment when it's not in its strongest form.

86.2% MOONFLOW
- Complete the episode.

87.4% GUADOSALAM
- Complete the episode.
- After completing the episode, talk to Tromwell.
- Head to the previously locked house, obtain the Baralai Sphere, then head back to the *Celsius* and watch the Secret of the Temple sphere.

88.4% THUNDER PLAINS
- Complete the Hunt Monsters Around the Lightning Tower mission.
- Find Cid in the cave and defeat the boss.
- Go back to the *Celsius* and listen to Cid on the deck.
- Go to the bridge; you will find Cid and Brother arguing.

89.0% MACALANIA FOREST
- Complete the episode.
- Listen to O'aka and Wantz in front of the travel agency.

90.2% BIKANEL DESERT
- Complete the Find All the Cactaurs mission.
- Complete the Finding the Last Cactaur mission.
- Complete the Last Battle in the Desert mission.
- After completing the episode, talk to Benzo in the Cactuar Nation.

92.0% BEVELLE
- Complete the episode.
- During the Hidden Labyrinth subevent, obtain Akagi Sphere 6 from the top layer of Bevelle and Akagi Sphere 8 from the 20th layer, then watch the Memory of Akagi 8 sphere.
- Defeat Trema during the Hidden Labyrinth subevent at the bottom layer.

92.4% CALM LANDS
- Bring one of the PR companies to level five.
- Catch the special chocobo during the Cave in Depth of the Ruins subevent.

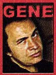
93.6% GAGAZET MOUNTAIN
- Complete the episode.

96.0% CELSIUS
- See Cid's family events. Speak to Shinra at the bridge, listen to Brother and Buddy's negotiation, head to the cabin to see some fighting, then head to the deck and speak to Rikku.

100.0% FARPLANE
- Defeat VegnaGun.
- Defeat ?????

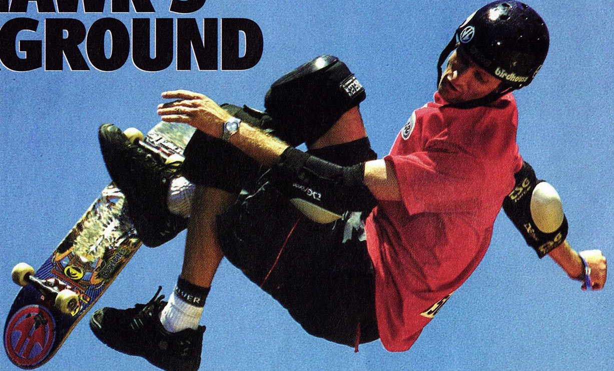
Level 5 complete!

- Listen to the whistle at the depth of Farplane.
- During the conversation with Fayth, choose "I want to walk with you."



www.genesimmons.com
When you're done skating as him, check out his homepage.

TONY HAWK'S UNDERGROUND
Special list



Specialists

Memorizing every special move in THUG for every skater isn't only impossibly hard, it's pointless. At least it's pointless now that you've got the OPM list o' THUG specials.

BOB BURNQUIST

Left, Right, Grind	Casper Handstand (Freestyle)
Left, Down, Grind	Levitate Grind
Up, Down, Grab	Shifty Shifty
Left, Right, Grab	Samba Flip

STEVE CABALLERO

Right, Up, Grind	Ho Ho Sad Plant (Lip)
Left, Down, Grab	FS 540
Down, Up, Grind	Faction Guitar Slide
Up, Down, Grind	Daffy Grind

KAREEM CAMPBELL

Up, Right, Flip	360 Ghetto Bird
Left, Down, Grab	Kickflip Backflip
Right, Down, Flip	Quad Heelflip
Down, Up, Grab	Sit Down Air

RUNE GLIFBERG

Right, Up, Grab	Double Kickflip Varial Indy
Left, Right, Grab	Fingerflip Airwalk
Right, Down, Grab	540 Tail Whip
Left, Down, Grab	Double Kickflip Madonna

TONY HAWK

Right, Left, Grab	360 Varial McTwist
Left, Down, Grind	360 Shovit Nosegrind
Right, Down, Grab	Indy 900
Left, Down, Grab	360 Varial Heelflip Lien

ERIC KOSTON

Up, Right, Grind	Fandangle
Right, Left, Grind	Yeah Right (Freestyle)
Left, Right, Grab	Flying Squirrel
Right, Up, Grab	Chomp on This

BUCKY LASEK

Left, Down, Grind	1990 Invert (Lip)
Right, Left, Grind	Heelflip FS Invert (Lip)
Right, Down, Grab	Big Spin Air
Up, Left, Grind	Big Hitter II

BAM MARGERA

Up, Right, Grab	Bam Bend Air
Down, Up, Flip	The Jackass
Down, Up, Grind	Stupid Grind
Left, Right, Grind	Grind N Barf

RODNEY MULLEN

Up, Down, Flip	Gazelle Underflip
Left, Right, Grind	Crooks Darkslide
Right, Left, Grind	5-0 Fingerflip Nosegrind
Right, Down, Grind	Rodney Primo

CHAD MUSKA

Right, Down, Grind	Moonwalk Five-O
Right, Left, Grind	Muska Manual (Freestyle)
Left, Down, Grind	Ghetto Tag Grind
Left, Right, Grind	Rusty Slide Manual (Freestyle)

ANDREW REYNOLDS

Left, Right, Grind	5050 Switcheroo
Left, Right, Grab	Bigspin Shifty
Right, Down, Grab	Kickflip Backflip
Up, Down, Grab	360 Flip Tail Grab

PAUL RODRIGUEZ

Left, Down, Grind	Nollie 360 Flip Crook
Down, Up, Grind	Yeah Right Slide
Right, Down, Grab	Nollie Flip Underflip
Up, Down, Grind	Russian Boneless (Lip)

GEOFF ROWLEY

Up, Right, Grab	Rodeo Wrap
Down, Right, Flip	Casper Flip 360 Flip
Right, Left, Grind	Darkslide Handstand
Up, Down, Grind	Sproing (Freestyle)

ARTO SAARI

Left, Right, Grind	Head Balancer (Freestyle)
Down, Up, Grind	Mix It Up
Down, Right, Grind	One Foot Darkslide
Left, Right, Flip	Hardflip Late Flip

ELISSA STEAMER

Right, Down, Grind	No Comply 360 Shove-It (Freestyle)
Right, Left, Grind	Ho Ho Street Plant (Freestyle)
Left, Right, Grind	Coffin
Down, Up, Grab	Semi Flip

JAMIE THOMAS

Right, Down, Grind	Crook Bigspinflip Crook
Down, Up, Grind	Primo Handstand (Freestyle)
Left, Down, Grind	American Tribute
Up, Down, Grind	Skull Grind

MIKE VALLELY

Down, Left, Grab	1-2-3-4
Down, Up, Grind	Flip 2 Switch (Freestyle)
Down, Right, Grab	Flamingo
Left, Right, Grind	Slam Spinner (Freestyle)

HIDDEN CHARACTERS

Gene Simmons

Down, Right, Grab	Lick It Up
Left, Right, Grind	Fire Fire Fire

Iron Man

Down, Up, Grind	The Scanner
Left, Right, Grab	Boot Burst
Right, Down, Grind	Fire Blaster

Tony Stark and Gene Simmons are pretty cool skaters, but tell us about the coolest skater you've seen in an e-mail to opm@ziffdavis.com.

FLAK The bursting shells fired from antiaircraft artillery.

AK Abbreviation for either the state of Alaska or for Kalashnikov Arms, manufacturer of the AK-47.

GAME	PUBLISHER	SCORE	ISSUE
⑪ ⚡ **NBA Live 2004**	**EA Sports**	●●●●◐	**75**
Type these codes into the Password screen to get more Nikes. **DG56TRF446** Air Foamposite Pro Colorway 1 **3245AFSD45** Air Foamposite Pro Colorway 2 **DSAKF38422** Air Foamposite Pro Colorway 3 **A0K374HF8S** Air Hyperflight Colorway 3 **JCX93LSS88** Air Hyperflight Colorway 4 **367UEY6SN** Air Zoom Flight Colorway 1 **2389JASE3E** Air Flightposite II Colorway 2 **GF9845JHR4** Air Flight 89 Colorway 3			
NBA ShootOut 2001	Sony CEA	●●◐	44
NBA ShootOut 2003	Sony CEA	●●●	63
⚡ NBA ShootOut 2004	Sony CEA	●●●	75
NBA Starting Five	Konami	●●◐	63
NBA Street	**EA Sports Big**	●●●●●	**47**
NBA Street Vol. 2	**EA Sports Big**	★★★★★	**68**
⚡ NCAA College Basketball 2K3	Sega Sports	●●●●	64
NCAA College Football 2K3	Sega Sports	●●◐	60
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	Sony CEA	●◐	52
NCAA Final Four 2003	Sony CEA	●●◐	64
⚡ NCAA Final Four 2004	Sony CEA	●●	76
NCAA Football 2002	EA Sports	●●●●◐	48
⚡ NCAA Football 2003	**EA Sports**	★★★★★	**60**
⚡ NCAA Football 2004	**EA Sports**	★★★★★	**71**
NCAA GameBreaker 2001	Sony CEA	●◐	41
NCAA GameBreaker 2003	Sony CEA	●●	61
⚡ NCAA GameBreaker 2004	Sony CEA	●●◐	73
NCAA March Madness 2002	EA Sports	●●●	53
NCAA March Madness 2003	EA Sports	●●●	64
⚡ NCAA March Madness 2004	EA Sports	●●●●	76
Need for Speed: Hot Pursuit 2	**EA Games**	★★★★★	**62**
② ⚡ **Need for Speed Underground**	**EA Games**	●●●●◐	**76**
Try entering in ⊗, ◯, △, △, △, ⊗, ⊗, ◯ at the Main menu screen for some unlimited nitro.			
NFL 2K2	**Sega Sports**	●●●◐	**52**
⚡ NFL 2K3	Sega Sports	●●●●◐	60
NFL Blitz 20-02	Midway	●●●●	55
NFL Blitz 20-03	Midway	●●●◐	60
⚡ NFL Blitz Pro	Midway Sports	●●●	74
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◐	53
⚡ NFL GameDay 2003	Sony CEA	●●◐	61
⚡ NFL GameDay 2004	Sony CEA	●●●	73
NFL Quarterback Club 2001	Acclaim	●●◐	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◐	50
NHL 2003	EA Sports	●●●◐	63
⚡ NHL 2004	EA Sports	●●●●	73
NHL 2K3	**Sega Sports**	★★★★★	**64**
NHL FaceOff 2001	Sony CEA	●●●◐	43
NHL FaceOff 2003	Sony CEA	●●	64
NHL Hitz 20-02	Midway	●●●●	51
NHL Hitz 20-03	Midway	●●●●◐	62
⚡ NHL Hitz Pro	Midway	●●●●	73
Ninja Assault	Namco	●●◐	61
No One Lives Forever	Sierra	●●●◐	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◐	43
Onimusha: Warlords	**Capcom**	●●●●	**43**
Onimusha 2: Samurai's Destiny	Capcom	●●●●	60
Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man Fever	Namco	●●	60
Pac-Man World 2	Namco	●●●●◐	54
PaRappa the Rapper 2	Sony CEA	●●●◐	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◐	55
Portal Runner	3DO	●●	50
The Powerpuff Girls: Relish Rampage	Bam	●●	65
Pride FC	THQ	●●●●	65
Primal	Sony CEA	●●●●	68
⑮ **Prince of Persia: The Sands of Time**	**Ubisoft**	★★★★★	**75**
Hey, just flip over to page 108 to get some good info about the fountains right there.			
Pro Race Driver	Codemasters	●●●●◐	65
Project Eden	Eidos	●●●◐	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	●●◐	60
P.T.O. IV	Koei	●●●	66
Q-Ball Billiards Master	Take 2	●●●◐	40
Quake III Revolution	EA Games	●●●●◐	44
R: Racing Evolution	Namco	●●●●	76
Rally Fusion: Race of Champions	Activision	●●●	64
Ratchet & Clank	**Sony CEA**	★★★★★	**63**
⑫ **Ratchet & Clank: Going Commando**	**Sony CEA**	★★★★★	**75**
Hey, dig up your completed save of the first *R&C*. You get the five weapons from the previous game for free!			
Rayman 2: Revolution	**Ubisoft**	★★★★★	**41**
Rayman 3: Hoodlum Havoc	Ubisoft	●●●◐	67
Rayman Arena	Ubisoft	●●●◐	57
RC Revenge Pro	Acclaim	●●◐	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◐	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	**THQ**	●●●●●	**46**
Red Faction II	THQ	●●●●	63
Reel Fishing III	Natsume	●●●●	72
Reign of Fire	Bam	●●●◐	63
Resident Evil–Code: Veronica X	**Capcom**	●●●●◐	**48**
Resident Evil: Dead Aim	Capcom	●●●◐	70
Return to Castle Wolfenstein: OR	Activision	●●●◐	71
Rez	Sega	●●●●◐	53
Ridge Racer V	Namco	●●●●◐	38
Riding Spirits	Bam	●●●◐	61
Ring of Red	Konami	●●●●	43
⚡ Risk: Global Domination	Atari	●●●●	73
RLH: Run Like Hell	Interplay	●●●	62
Road Kill	Midway	●●●●	74
Road Trip	Conspiracy	●●●●	61
Robin Hood: Defender of the Crown	Capcom	●●◐	74
Rocky	Ubisoft	●●●●	64
Robot Alchemic Drive	Enix	●●●●	63
Robotech: Battlecry	TDK	●●●◐	62
Rogue Ops	Kemco	●●◐	75
Romance of the Three Kingdoms VII	Koei	●●◐	60
Romance of the Three Kingdoms VIII	Koei	●●●	73
RPG Maker 2	Agetec	●●●◐	74
RTX Red Rock	LucasArts	●●	71
Rugby	EA Sports	●●●◐	48
Rugby 2004	EA Sports	●●●	73
Rumble Racing	EA Games	●●●●◐	45
Rune: Viking Warlord	Take 2	●●◐	48
Rygar: The Legendary Adventure	Tecmo	●●●●◐	64
Salt Lake 2002	Eidos	●●◐	55
Savage Skies	Bam	●●●	56
Scooby-Doo: Night of 100 Frights	THQ	●●●	58
The Scorpion King: Rise of the Akkadian	Universal	●●	62
Secret Weapons Over Normandy	LucasArts	●●●●	75
Seek and Destroy	Conspiracy	●●●◐	66
Sega Bass Fishing Duel	Sega	●●●	62
Sega Soccer Slam	Sega Sports	●●	62
Sega Sports Tennis	Sega Sports	●●●●◐	60
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◐	43
Shadow Man: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◐	52
Shifters	3DO	●	58
Shinobi	Sega	●●●◐	63
Shox	EA Sports Big	●●●◐	63
Shrek Super Party	TDK Mediactive	●●◐	64
Silent Hill 2	**Konami**	●●●●◐	**50**
Silent Hill 3	Konami	●●●●◐	71
Silent Line: Armored Core	Agetec	●●●◐	70
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◐	49
Silent Scope 3	Konami	●●●◐	62
Silpheed: The Lost Planet	Working Designs	●●●◐	40
The Simpsons: Hit & Run	Vivendi Universal	●●●●	72
The Simpsons: Road Rage	**EA Games**	●●●	**52**
The Simpsons Skateboarding	EA Games	●◐	64
The Sims	EA Games	●●●●	65
⚡ The Sims: Bustin' Out	EA Games	●●●●◐	76
Sky Gunner	Atlus	●●●◐	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◐	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	★★★★★	**62**
Smash Cars	Metro3D	●●●◐	71
Smash Court Tennis Pro Tournament	Namco	●●●◐	56
Smuggler's Run	**Rockstar**	●●●●◐	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◐	52
Soccer America: International Cup	Hot-B	●●	48
Soccer Mania	EA/Lego	●●●◐	59
⚡ SOCOM: U.S. Navy SEALs	**Sony CEA**	★★★★★	**60**
③ **⚡ SOCOM II: U.S. Navy SEALs**	**Sony CEA**	★★★★★	**75**
JOEPM'S FAVORITE GUN M4A1 with grenade launcher (commonly called the "over-and-under" by other players). The fellows at Zipper call it the "n00b tube" because its fusion of explosives and rifleness make it easy for total newbies to score kills with.			
Soldier of Fortune	Majesco	●●●	52
Soul Calibur II	**Namco**	★★★★★	**72**
Soul Reaver 2	Eidos	●●●	52
Space Channel 5 Special Edition	Sega	●●●◐	75
Space Race	Infogrames	●●◐	59
Spawn Armageddon	Namco	●◐	76
Speed Kings	Acclaim	●●●●	70
Sphinx and the Cursed Mummy	THQ	●●●◐	75
Spider-Man	Activision	●●●●◐	57
Splashdown	Infogrames	●●●●	52
Splashdown: Rides Gone Wild	**THQ**	★★★★★	**72**
Splinter Cell	Sony CEA	●●●●◐	68
SpongeBob SquarePants: Battle for Bikini Bottom	THQ	●●●●◐	75
SpyHunter	Midway	●●●●◐	50
SpyHunter 2	Midway	●●●	76
Spyro: Enter the Dragonfly	Vivendi Universal	●●●	64
SSX	**EA Sports Big**	●●●●●	**38**
SSX Tricky	**EA Sports Big**	★★★★★	**52**
⚡ SSX 3	**EA Sports Big**	★★★★★	**74**
Star Trek: Shattered Universe	TDK	●●	75
Star Trek Voyager: Elite Force	Majesco	●●◐	53
Star Wars Bounty Hunter	LucasArts	●●●	64
Star Wars: The Clone Wars	LucasArts	●●●	65
Star Wars Super Bombad Racing	LucasArts	●●	45
Star Wars Jedi Starfighter	LucasArts	●●●◐	56
Star Wars Racer Revenge	LucasArts	●●●●◐	55
Star Wars Starfighter	**LucasArts**	●●●●◐	**43**
Starsky & Hutch	Gotham Games	●●	74
State of Emergency	Rockstar	●●●	55
Stitch: Experiment 626	Sony CEA	●●◐	59
Street Fighter EX 3	Capcom	●●●◐	39
Street Hoops	Activision	●●●◐	60
Stretch Panic	Conspiracy	●●●◐	47
Stuntman	Infogrames/Atari	●●●	59
Sub Rebellion	Metro 3D	●●●●	62
Suikoden III	Konami	●●●	63
Summer Heat Beach Volleyball	Acclaim	●●●◐	72
Summoner	THQ	●●●	39
Summoner 2	THQ	●●●◐	62
Sunny Garcia Surfing	Ubisoft	●●●◐	51
Super Bust-A-Move	Acclaim	●●●	41
Super Bust-A-Move 2	Ubisoft	●●●◐	63
Super Trucks Racing	XS Games	●◐	76
Supercar Street Challenge	Activision	●●◐	52
Superman: Shadow of Apokolips	Atari	●●●◐	63
Surfing H30	Rockstar	●●	40
SWAT: Global Strike Team	Sierra	●●●	74
Swing Away Golf	EA Games	●●●	38
Tak and the Power of Juju	THQ	●●●◐	75
Tarzan: Untamed	Ubisoft	●●●◐	52
Taz: Wanted	Infogrames	●●●◐	60
Teenage Mutant Ninja Turtles	Konami	●●◐	75
Tekken 4	Namco	●●●◐	61
Tekken Tag Tournament	**Namco**	●●●●◐	**39**
Tenchu: Wrath of Heaven	Activision	●●●	67

REPLAY FORUM

JAK II

This might not be much, but if you could please put this in your magazine, I would be thankful. Here it is: If you have beaten *Jak II* and are really bored and want to redo the JET-board or racing missions, simply go to the stadium and head right until you find an entrance to a dead end, then talk to the holograph in front of you. You will be able to choose either JET-board race one, two, or three. Or, if you want to sightsee, travel to the far northeast part of Haven City just below the stadium—you will see a big billboard with the main characters from *Ratchet & Clank: Going Commando* on it. And just behind you, you should see the Naughty Dog logo (look to the left).

Matt Olmedo
guanorican@juno.com

TAK

I liked *Tak* more than you did—it's so cute and funny to see that little fella run around with a feather on his head and mess around with sheep and stuff. Can you help me with some codes? That would make you the most rockingest magazine around.

Bob Bild
Chicago, IL

All right, here are a couple quick codes for ya (enter these at the Pause screen)

Unlock everything:
←, →, □, □, ◯, ◯, ←, →

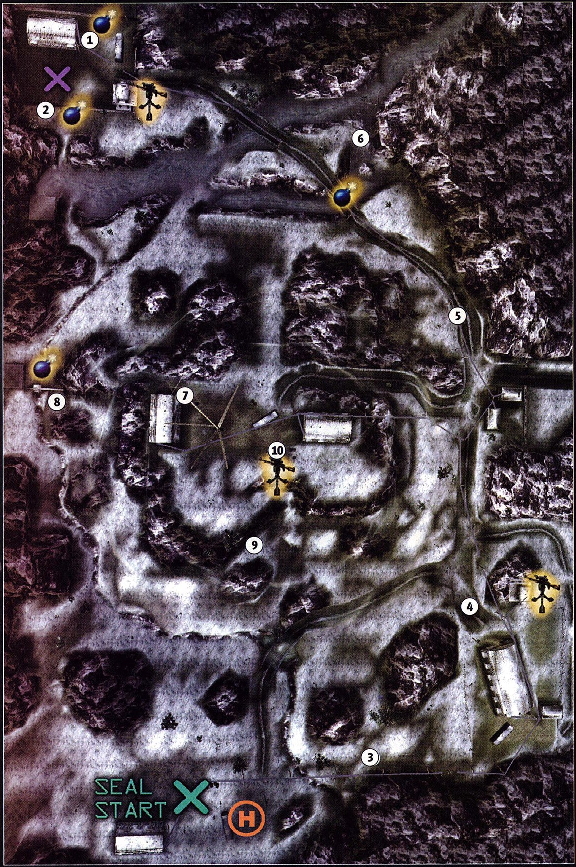
All Juju power-ups:
↑, →, ←, ↓, △, ◯, □, ↓

MAKE 'EM SHAKE

In the single-player game, tell your teammates to "Intimidate" a target, and they will, ah, *encourage* the enemy to drop his or her weapon.

SOCOM II: U.S. NAVY SEALS

How to get the upper hand online



Guidance

SEALS

As with most escort maps, Guidance requires some serious teamwork on the part of the SEALs if any of the VIPs are going to make it out alive. Your best bet is to have three players take one VIP each—that way if one of the escorts gets capped, another player can pick up the stranded VIP. Send two teammates out in front to scout for hidden terrorists and, more important, mines. Mines are the bane of a SEAL's existence, and they'll put an end to a tightly formed group of SEALs and VIPs in a hurry, so leave some room between you and your teammates. It will also help to have a couple SEALs lag behind the group to keep an eye out for sneaky terrorists trying to approach from the rear.

You're going to need to breach the wall at ① with some C4 to get to the extraction point, which means the terrorists will know with absolute certainty that you'll be passing this way. Think they'll mine in front of that wall?

It's also a good idea to breach the wall at ②, since the main entrance to the extraction area is guarded by a turret and, you can be certain, a pant load of mines. (They can try to plant mines inside the breach point at ②, but your C4 will detonate any mines close enough to matter.)

You'll pass through less choke points by taking the hostages via route ③④⑤⑥, but watch out for terrorists around ⑥; there are a lot of nooks and crannies for them to hide in.

Speaking of nooks and crannies, when leading the hostages, keep an eye on how close they are behind you—they can get hung up on scenery.

Oh, and if you want to save yourself a little effort, have someone call an air strike from ⑦. In addition to clearing out the base around the extraction zone, the attack will breach the wall at ①.

TERRORISTS

This is one of the easiest escort maps to defend since there's just a single extraction point. Don't be surprised, though, if the SEALs elect to hide a single hostage because of that; if just one VIP survives the round, the SEALs win.

You can help swing the odds even more in your favor by equipping several players with PMN mines and mining the crap out of the extraction area—just be careful not to put the mines too close together, or one blast will take them all out.

One good place to stake out is ⑧, since it's an area terrorists can jump over but SEALs have to breach. Drop a mine on the SEAL side of the culvert there to give someone a nice surprise.

Rushing over the top of the hill at ⑨ will get you as close to the SEALs (and, more importantly, the VIPs) as possible, as quickly as possible. This tactic works best with big groups, but make sure you leave some players free to defend the extraction zone.

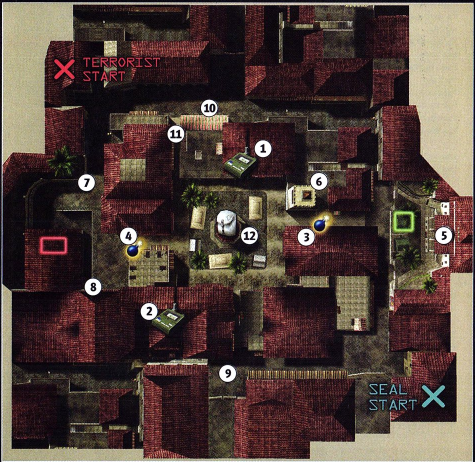
While you're on your way over the hill, don't forget about the turret at ⑩—you present a lower profile here than at most turrets, and the sandbags look like rocks to the unwary eye.

Remember, killing SEALs is secondary to killing VIPs: If you have a choice between killing a VIP and killing a SEAL, go for the VIP every time. Your teammates will praise you even if it gets you killed.

In case you've been living under a rock, we play *SOCOM II* in the U.S. West 1 room. Look for a room called Opium Den, or a player named "joePM."

SPETSNAZ
Stands for "spetsialnoye nazranie" or "troops of special purpose." They have a reputation for being the harshest special-forces group in the West.

MAP HOOKUPS, YO!
Thanks to BradyGames for this month's maps. Look out for more next month.



Crossroads

SEALS
This map can get hot and heavy for the SEALs, who arguably have a tougher time defending their base than terrorists do. But you can help cut off invasion routes by flipping the switches located at ❶ and ❷, which demolish the archways at ❸ and ❹, respectively. (In case you're wondering, the terrorists can do this, too, so don't hang around under any arches with explosives strapped to them.)

You've got a turret at ❺, but as it's up on a veranda, it makes a pretty obvious target. Better put someone in the base with a shotgun if you're so worried about it, worrywart.

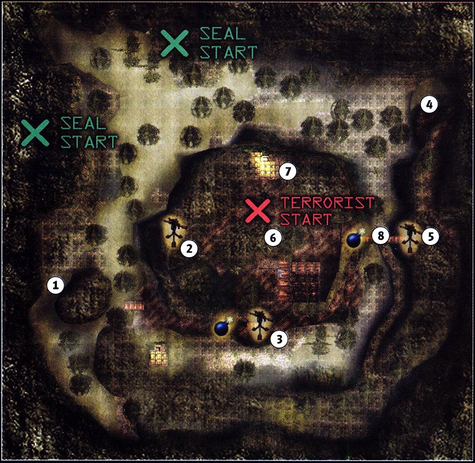
A similarly obvious target is the bell tower at ❻, but a good sniper can make it work anyway. You can't deny the field of view you get from up there, in any event.

TERRORISTS
With fewer open routes around it, your base is much easier to defend than the SEALs. If you (or the SEALs, for that matter) flip the switch at ❷, all you need is to put a couple general-purpose grunts at or near ❼ and ❽ to protect all the approaches. For extra insurance, you can also mine all the entrances to your base building itself, but it's best to keep someone in the area regardless.

The long streets at ❾ and ❿ are basically deathtraps for terrorists, so unless you're quick on the draw with a sniper rifle, it's a good idea to work your way through the buildings around the central square. Jumping from the stairway to the awning at ⓫ will help.

The tents surrounding the bomb at ⓬ might seem to offer cover, but don't forget that any moderately powerful gun will blow through those tents like they're paper. If you're in a firefight in the square, be especially careful to move erratically, otherwise enemies will be able to track your movement behind the tents even when they can't see you.

One of the biggest weaknesses of the SEAL base is that they can't see a terrorist planting the bomb until they're almost on top of you. But remember that the converse is true as well, so try to bring a spotter along when you plant the bomb whenever possible.



Enowapi

SEALS
You're in for a treat here, SEALs, and by "treat," we mean "major pain in the ass." The terrorists, if they so choose, can simply retreat into their little basement hideout and guard the bomb location indefinitely. If you're going to have any chance of planting that bomb, you'll need to survive the initial assault. One good way to help that cause is to call air strikes from ❶ to hit either Delta (❷) or Echo (❸). There's a nice side effect to hitting Echo, though: The strike opens up a gap in the fence, making it unnecessary to breach either of the gates. You'll be able to strike both targets if you move quickly enough.

While all this is going on, chances are the terrorists won't be guarding their back door carefully, so head around and climb up onto the plateau at ❹. Watch out for mines! (In fact, that goes double once you're actually inside the gates.) If you can make it to the turret at ❺, you can bombard the inside of the base, taking out just about any terrorists that haven't yet dashed underground.

Once you've made it inside and headed into the basement at ❻ or ❼, pause a moment to let your eyes adjust to the dark; otherwise, any terrorists that have been hiding out there will have a big advantage.

TERRORISTS
Two words: "duck" and "cover." Funnel your whole team into the basement, plant some mines at the entrances, and you're all but impregnable.

If you don't want to try such cowardly tactics, why not open the gate with the switch located at ❸, plant a mine or three outside, then close the gate? Won't they be surprised when they try to plant their C4!

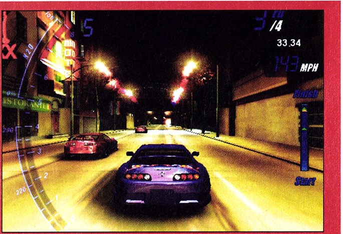
Make sure you have players who are at least checking the bridge at ❽; the last thing you want is someone sneaking in the back way.

And whether you're taking the coward's path or not, shoot out the lights in the basement. It'll take just a few moments for your eyes to adjust to the darkness, giving anyone who's in the basement a major advantage over any SEALs who try to plant the bomb. Don't just turn the lights off with the switch, though, because the SEALs can find the switch and turn the lights back on.

FURIOUSLY FAST GIANT
You all know him from *The Fast and the Furious* and *XXX*, but do you remember Vin Diesel as the voice of the Iron Giant?

NEED FOR SPEED: UNDERGROUND

Get your dragging and drifting chops down



DRAG RACING TIPS

It's all about focus. Early on, you're just pointing the car straight ahead and changing gears at the right moment, but later drags in underground mode have you dodging through traffic. Remember that the steering is different in this mode, so no matter what you do, you're not going to spin out of control. Use the D-pad to switch lanes, as this method is more tactile than using the analog stick.

PERFECT SHIFT Being able to launch your car at the beginning of a race is extremely important. Use the following as a guide:

FWD Vehicles	Perfect shift is between 4,000 and 5,000 rpm
RWD Vehicles	Perfect shift is 1,000 to 2,000 rpm higher than in FWD cars
AWD Vehicles	Perfect shift is just before the redline

DRAFTING Drafting is when you drive close enough to the car in front of you to enter the vacuum it creates, which has the positive effect of pulling your car forward, allowing you to slingshot past your opponent. Learn this skill and also be aware of your opponents trying to do the same thing. If a guy is tucking in behind you, quickly switch lanes.

DODGING CROSS-TRAFFIC Avoid cross-traffic by always going behind cars, not in front of them. Anticipate their movements and watch out for oncoming traffic!

DRIFT RACING TIPS

Once you get deep into the underground mode, the drift races become extremely competitive and extremely difficult. RWD cars are arguably the easiest to drift (we like the Nissan Z), but they're also the most sensitive to throttle blips. The following tips should help you get into the groove. Remember: Don't crash into the walls, or you'll reset your multiplier. If you crunch even once in the later races, you're probably better off restarting the race.

RWD CARS Be careful with the throttle during a drift—too much and you'll spin the car, too little and you'll go too slowly and end your slide.

AWD CARS Tap the E-brake lightly when entering a drift and stay on the gas—the power from all four wheels will pull you through the drift.

FWD CARS Tap the E-brake a lot to get the car to kick its back end out (even middrift) and stay on the gas—the front tires will pull the car along.

Memorize the tracks and use as much of each corner as possible. There's no time limit, so just concentrate on sliding.

Long, fast drifts give you more points than slow, short ones, so try to maintain your speed throughout the track. Chaining drifts together can clock up huge points, and with the multipliers, you'll easily stay at the top of the board.

GAME	PUBLISHER	SCORE	ISSUE
The Terminator: Dawn of Fate	Atari	✪✪◐	63
Test Drive	Infogrames	✪✪✪◐	58
Test Drive Off-Road: Wide Open	Infogrames	✪✪✪	48
Tetris Worlds	THQ	✪✪	57
Theme Park Roller Coaster	EA Games	✪✪✪✪	41
The Thing	Universal	✪✪✪	62
Thunderstrike: Operation Phoenix	Eidos	✪◐	52
Tiger Woods PGA Tour 2001	EA Sports	✪✪✪	44
Tiger Woods PGA Tour 2002	EA Sports	✪✪✪✪	55
Tiger Woods PGA Tour 2003	EA Sports	✪✪✪✪◐	63
⚡ Tiger Woods PGA Tour 2004	EA Sports	✪✪✪✪✪	73
Time Crisis 2	Namco	✪✪✪✪	49
Time Crisis 3	Namco	✪✪✪✪◐	74
TimeSplitters	Eidos	✪✪✪✪✪	39
TimeSplitters 2	Eidos	✪✪✪✪✪	63
Tokyo Xtreme Racer 3	Crave	✪✪	76
Tokyo Xtreme Racer Zero	Crave	✪✪◐	45
Tom Clancy's Ghost Recon	Ubisoft	✪✪✪◐	65
Tomb Raider: The Angel of Darkness	Eidos	✪✪	72
⚡ Tony Hawk's Pro Skater 3	Activision	✪✪✪✪✪	51
⚡ Tony Hawk's Pro Skater 4	Activision	✪✪✪✪✪	63
❻ ⚡ Tony Hawk's Underground	Activision	✪✪✪✪✪	76

Unlockable	How to Unlock
Alternate Ending	Complete story mode twice
Create-a-Deck Mode	Beat Slamma Jamma in story mode
Gene Simmons	Complete story mode on Normal difficulty
Hotter Than Hell	Beat story mode on any skill level
Iron Man	Complete Beginners story mode
Level: *THPS2* Hangar	Find old skool icon on Moscow map
Movie: Always Hard	Find nine secret tapes
Movie: Bails 1	Find three secret tapes
Movie: Bails 2	Find six secret tapes
Movie: KISS Concert	Activate K-I-S-S letters on Hotter Than Hell level
Pedestrians	Find every gap in the game
Level: *THPS2* School 2	There's a red icon in the back quarter-pipe section of the train station in New Jersey; get it
THUD	Complete story mode on Sick difficulty level
Level: Venice Beach	There is a small smoking tiki-god statue (from the beach) in the back-left corner of Hawaii in front of a shop. Ollie into it and hit △.

GAME	PUBLISHER	SCORE	ISSUE
Top Angler	Xicat	✪✪✪◐	57
Top Gear Dare Devil	Kemco	✪✪✪◐	41
Top Gun: Combat Zones	Titus	✪✪✪	50
Total Immersion Racing	Empire	✪	66
Transworld Surf	Infogrames	✪✪✪◐	57
⚡ Tribes: Aerial Assault	Sierra	✪✪✪◐	62
Triple Play 2002	EA Sports	✪✪	55
Triple Play Baseball	EA Sports	✪✪	45
❹ True Crime: Streets of L.A.	Activision	✪✪	76

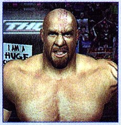
Just enter these while on the Pause menu for the intended effect.

Input	Effect
←, →, ←, →, ⊗	All driving upgrades unlocked
↑, ↓, ↑, ↓, ⊗	All fighting moves unlocked
↓, ↓, ↓, ⊗	Bigger car (must be in car before you enter it on the Pause menu)
⊗, ○, □, △	Shows Nick Kang's current location

GAME	PUBLISHER	SCORE	ISSUE
Tsugunai: Atonement	Atlus	✪✪✪	53
Turok: Evolution	Acclaim	✪◐	62
Twisted Metal: Black	SCEA	✪✪✪✪✪	47
⚡ Twisted Metal: Black Online	SCEA	✪✪✪✪	61
Ty the Tasmanian Tiger	EA Games	✪✪✪	62
UFC Throwdown	Infogrames	✪✪✪◐	58
Unison	Tecmo	✪✪✪◐	44
Unlimited Saga	Square Enix	✪✪	70
Unreal Tournament	Infogrames	✪✪◐	40
V-Rally 3	Infogrames	✪✪✪✪◐	64
Vampire Night	Namco	✪✪◐	52
Vexx	Acclaim	✪✪	67
Victorious Boxers	Empire	✪✪✪◐	51
Virtua Fighter 4	Sega	✪✪✪✪✪	55
Virtua Fighter 4: Evolution	Sega	✪✪✪✪✪	72
Virtual on Marz	Sega	✪✪	76
Wakeboarding Unleashed	Activision	✪✪✪✪◐	70

GAME	PUBLISHER	SCORE	ISSUE
Wallace & Gromit in Project Zoo	Bam	✪✪✪	74
War Jetz	3DO	✪✪◐	48
War of the Monsters	Sony CEA	✪✪✪✪✪	64
⚡ Warhammer 40,000: Fire Warrior	THQ	✪✪◐	74
Warriors of Might & Magic	3DO	✪✪◐	44
Wave Rally	Eidos	✪◐	53
Way of the Samurai	Bam	✪✪✪◐	59
Wheel of Fortune	Atari	✪✪◐	76
Whiplash	Eidos	✪✪✪◐	76
Whirl Tour	Vivendi Universal	✪✪	63
Whiteout	Konami	✪	65
Wild Arms 3	Sony CEA	✪✪✪◐	62
Wild Wild Racing	Interplay	✪✪✪	39
Winback	Koei	✪✪✪✪	43
Wipeout Fusion	Bam	✪✪✪✪◐	57
Wizardry: Tale of the Forsaken Land	Atlus	✪✪✪	53
Woody Woodpecker: Buzz Buzzard Park Dreamcatcher		✪✪✪	57
⚡ World Championship Pool 2004	Jaleco	✪✪✪◐	76
World Destruction League: Thunder Tanks	3DO	✪✪✪	42
World of Outlaws: Sprint Cars	Infogrames	✪✪✪✪	55
World Series Baseball 2K3	Sega Sports	✪✪✪✪	67
World Soccer: Winning Eleven 6 Int'l	Konami	✪✪✪✪✪	67
World Tour Soccer 2002	Sony CEA	✪✪✪✪	53
World Tour Soccer 2003	Sony CEA	✪✪✪✪	65
WRC: World Rally Championship	Bam	✪✪✪✪✪	57
Wreckless: The Yakuza Missions	Activision	✪✪	63
WTA Tour Tennis	Konami	✪	57
WWE Crush Hour	THQ	✪✪◐	68
❽ WWE SmackDown!: Here Comes the Pain	THQ	✪✪✪◐	76

SECRET AREA
In the training/weight room, find the wall that appears to be cracked and Irish Whip your opponent into it. The wall should break away, revealing the secret area.



GAME	PUBLISHER	SCORE	ISSUE
WWE SmackDown!: Shut Your Mouth	THQ	✪✪◐	64
WWF SmackDown!: Just Bring It	THQ	✪✪✪◐	52
X-Men: Next Dimension	Activision	✪✪✪✪◐	64
X Squad	EA Games	✪✪✪◐	38
X2: Wolverine's Revenge	Activision	✪✪✪	69
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	✪✪✪✪	66
XGRA: Extreme-G Racing Association	Acclaim	✪✪✪✪◐	74
⚡ XIII	Ubisoft	✪✪✪◐	75
Yanya Caballista: City Skater	Koei	✪✪✪◐	49
Yu-Gi-Oh!: The Duelists of the Roses	Konami	✪✪◐	67
Zapper	Infogrames	✪✪◐	64
Z.O.E: Zone of the Enders	Konami	✪✪✪✪◐	44
Zone of the Enders: The 2nd Runner	Konami	✪✪✪✪◐	68

PS1 TRICKS AND REVIEW ARCHIVE

GAME	PUBLISHER	SCORE	ISSUE
007 Racing	EA Games	✪✪✪	41
3Xtreme	989 Studios	✪	21
40 Winks	GT Interactive	✪✪✪✪	28
102 Dalmatians: Puppies to the Rescue	Eidos	✪✪✪◐	41
2002 FIFA World Cup	EA Sports	✪✪✪✪	58
A Bug's Life	Sony CEA	✪✪	15
Ace Combat 2	Namco	✪✪✪✪✪	1
Ace Combat 3: Electrosphere	Namco	✪✪✪	31
Aces of the Air	Agetec	◐	64
Action Bass	Take 2	✪✪	37
Action Man: Operation Extreme	Hasbro	✪✪✪	41
Air Hockey	Mud Duck	✪✪✪◐	70
Akuji the Heartless	Crystal Dynamics	✪✪✪	18
Aladdin in Nasira's Revenge	Sony CEA	✪✪	45
Alexi Lalas International Soccer	Rockstar	✪	23
Alien Resurrection	Fox Interactive	✪✪✪	38
All-Star Racing 2	Mud Duck	✪✪✪	71

1940

The approximate year that Batman stopped using guns. Since then, he is portrayed as vehemently anti-gun.

GAME	PUBLISHER	SCORE	ISSUE
All-Star Slammin' D-Ball	Agetec	●●◐	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◐	4
Alundra 2	Activision	●●●	32
The Amazing Virtual Sea-Monkeys	Conspiracy	●◐	66
American Pool	Mud Duck	●	71
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◐	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◐	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◐	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◐	3
Armored Core: Master of Arena	Agetec	●●◐	31
Armorines: Project S.W.A.R.M.	Acclaim	◐	35
Army Men 3D	**3DO**	●●●	**20**
Army Men: Air Attack	3DO	●●●●	27
Army Men: Air Attack 2	3DO	●●●◐	39
Army Men: Green Rogue	3DO	●◐	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◐	40
Army Men: World War	3DO	●◐	34
Army Men: World War—Final Front	3DO	●◐	45
Army Men: World War—Land, Sea, Air	3DO	●◐	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	**Activision**	●●●◐	**16**
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
ATV Mania	Gotham Games	●●●●	73
Austin Powers Pinball	Gotham Games	●●	64
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◐	15
Ball Breakers	Take 2	●●●◐	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◐	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubisoft	◐	39
Batman: Gotham City Racer	Ubisoft	●◐	46
Battle Hunter	Agetec	●◐	48
Battletanx: Global Assault	3DO	●◐	31
Beast Wars	Hasbro	●◐	5
❶ **Beyblade**	**Crave**	●◐	**66**

As if you really want to keep that blade spinning...here's a trick to prolong this agonizing game. Hit ○+△ (instead of ⊗) when you launch your blade. Whee!

173 BEN
Blader A 213
OH MY Goodness!

GAME	PUBLISHER	SCORE	ISSUE
Big Air	Accolade	●◐	20
Big Bass Fishing	Take 2	◐	58
Big League Slugger Baseball	Agetec	●◐	74
Big Ol' Bass 2	Konami	●●◐	45
Big Strike Bowling	Gotham Games	●●●◐	68
Billiards	Agetec	●●◐	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◐	41
Blast Lacrosse	Acclaim	●●◐	48
Blast Radius	Psygnosis	●●●◐	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◐	8
Blockids	Natsume	●●◐	69
Bloody Roar	Sony CEA	●●●◐	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◐	19
Bomberman Party Edition	Vatical	●●◐	38
Bomberman World	Atlus	●●◐	13
The Bombing Islands	Kemco	●●◐	47
Boombots	SouthPeak	●●◐	27
Bottom of the 9th '97	Konami	●●●◐	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Bratz	Ubisoft	n/a	n/a
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◐	9
Breath of Fire IV	Capcom	●●●◐	40
Brigandine	Atlus	●●●◐	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◐	27
Brunswick Circuit Pro Bowling	THQ	●●●◐	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny: Lost In Time	Infogrames	●●●◐	23
Builder's Block	Jaleco	●●●◐	35
Burstrick Wake Boarding!!	Natsume	●◐	45
Bushido Blade 2	Square EA	●●●◐	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◐	39
C: The Contra Adventure	Konami	●◐	12
c-12: Final Resistance	Sony CEA	●●◐	58
Caesar's Palace 2000	Interplay	◐	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◐	60
Card Games	Agetec	●◐	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◐	3
Casper: Friends Around the World	Sound Source	●◐	41
Castlevania Chronicles	Konami	●●●◐	50
Castlevania: Symphony of the Night	**Konami**	★★★★★	**2**
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	●●●	41
Championship Motocross Feat. Ricky Carmichael	THQ	●●●◐	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◐	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◐	29
Chrono Cross	**Square EA**	★★★★★	**36**
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◐	18
Cleopatra's Fortune	Mud Duck	●●◐	71
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◐	28
Colin McRae 2.0	**Codemasters**	★★★★★	**40**
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	**Psygnosis**	★★★★★	**4**
Colony Wars: Red Sun	Psygnosis	●●●●◐	31
Colony Wars: Vengeance	Psygnosis	●●●◐	14
Command & Conquer: Red Alert	Virgin	●●●◐	4
Contender	Sony CEA	●●●●	17

REPLAY FORUM

BATMAN: SIN TZU RISING

Hey, I'm trying to get through *Batman: Rise of Sin Tzu* (I like pairing up Nightwing with Tim Drake Robin), and I was wondering if you have any cheats for the game.

Thomas Elliott
Philadelphia, PA

Alrighty, this is pretty easy. First, hold down L1, L2, R1 and R2 simultaneously at the Start screen. Then you can input any of these codes:

All moves unlocked: ↑, ↑, ←, →, →, ↓, ↓

Infinite power bar: ←, →, ↑, ↓, →, ←, ↓, ↑

Infinite health: ↑, →, ↓, ←, ↑, ←, ↓, →

Unlock final difficulty: ↓, ←, →, ↑, ↑, →, ←, ↓

Just unlock everything: ↓, ↑, ↓, ↑, ←, →, ←, →

DRIVING WEIRD CARS IN VICE CITY

If you have finished the car jobs at Sunshine Autos, this helps. The trick is: Save your game at Sunshine Autos, then enter the "weird wheels" code. Look at the Deluxo to see if the cheat worked. Load the game and repeat the code. Keep loading and entering until you can't get in the car any more. When you can't, get in a Caddie and you blast across Vice City! Enter the "cars float on water" cheat to make a fast boat!

Ericsky@aol.com

GAME	PUBLISHER	SCORE	ISSUE
Contender 2	Bam	●	41
Cool Boarders 2	**Sony CEA**	●●●●	**3**
Cool Boarders 3	**989 Studios**	●●●	**14**
Cool Boarders 4	**989 Studios**	●●●	**27**
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◐	32
Covert Ops: Nuclear Dawn	Activision	●●◐	34
Crash Bandicoot 2	**Sony CEA**	●●●●	**3**
Crash Bandicoot: WARPED	**Sony CEA**	★★★★★	**15**
Crash Bash	SCEA/Universal	●●◐	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	**Fox Interactive**	●●●●	**1**
Croc 2	Fox Interactive	●●◐	22
Crossroad Crisis	Agetec	●◐	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	**Sony CEA**	★★★★★	**26**
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution: Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◐	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◐	43
Dave Mirra Freestyle BMX	Acclaim	●●●◐	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◐	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◐	17
Dead or Alive	Tecmo	●●●●◐	8
Deathtrap Dungeon	Eidos	●●◐	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◐	13
Dexter's Laboratory: Mandark's Lab?	Bam	●●●◐	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◐	55
Digimon World	Bandai	●◐	36
Digimon World 2	Bandai	●●	46
Digimon World 3	Bandai	●●◐	57
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◐	38
Dirt Jockey	Mastiff	●●	71
Disney's Dinosaur	Ubisoft	●◐	36
Disney's Treasure Planet	Sony CEA	●●◐	64
Donald Duck: Goin' Quackers	Ubisoft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◐	27
Dracula: The Last Sanctuary	DreamCatcher	●●◐	56
Dracula: The Resurrection	DreamCatcher	●●◐	48
Dragon Ball GT	Bandai	●●	4
Dragon Ball Z: Ultimate Battle 22	Infogrames	●	69
Dragon Tales: Dragon Seek	NewKidCo	●◐	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◐	51
Dragonseeds	Jaleco	●●	15
Driver	**GT Interactive**	●●●●	**24**
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◐	41
Duke Nukem: Land of the Babes	Infogrames	●●◐	40
Duke Nukem: Time to Kill	**GT Interactive**	●●●◐	**14**
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	**SouthPeak**	●◐	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◐	27
EA Sports Supercross	EA Sports	●●●◐	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◐	30

READER REVIEWS

No turtles in time, just sands of time

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone's, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

PRINCE OF PERSIA: THE SANDS OF TIME

What you said: "There isn't enough you can say about this game. *Prince of Persia: The Sands of Time* remembered why we liked the games of old, of the SNES and Genesis days. It is a pleasure to play. You don't want to put it down, and not just for the great story or the fantastic, awe-inspiring graphics. Sure, they add to the atmosphere, but the game is just fun to play.

I find myself constantly looking for different ways to pass certain areas. Sure, you could take the easy route, but you can also challenge yourself. It's difficult when it should be and easy at other times. If you die, you are usually brought back to within one to three minutes of gameplay, which in most cases is fun to redo.

The fighting is also as fun as it gets. You can try to hack-n-slash your way through only to find yourself dying over and over. It needs strategy: Should you vault over an enemy, or stay grounded? Is it better to roll to the guy across the screen or focus on the one in front of you? Each battle flows, and each enemy has its own way of fighting. Slashing through sand zombies is blissful even if it takes too long.

Short and sweet, here's the scoop: Play this game somehow. Buy it, borrow it, rent it, steal it (OK, maybe not), whatever you have to do. Yes, it is that good."

Your Score ★★★★★

Jeffrey Kendall
snoopy_jeff@yahoo.com

What we said: *"Prince of Persia: The Sands of Time* is one of my favorite games ever. I'm tempted to just stop the review there and let you experience this excellent game for yourself."

Our Score ★★★★★

> **"*Prince of Persia: The Sands of Time* remembered why we liked the games of old, of the SNES and Genesis days."**

TEENAGE MUTANT NINJA TURTLES

What you said: "The music starts, you listen. As for the meaningless dialogue, you skip it. When I inserted the *Turtles* game, my first thoughts were 'Finally, they're back.' Unfortunately, they should have stayed in their shells.

"First off, the gameplay is fun for a while, but after noticing all you do is fight a bunch of ninjas with the intelligence of a sock, you get pretty bored. What else is annoying and boring? The jokes you hear every time you hit the square button. You can't even block! The 'dash' move is useless most of the time. You'd also think the Versus mode would be good, but you get dogged even on the easiest setting. Once you hit the floor, you might as well drop the controller, because the CPU won't let you get back up. I bet if the Turtles were real, even they wouldn't play this game."

Your Score ★★

Richard Blair
MidgetMan2002@aol.com

What we said: "But oh, how the little things disappoint, frustrate, and annoy.

All these things just make me wanna stop playing and do something else. Stickball, anyone?"

Our Score ★★½

GAME	PUBLISHER	SCORE	ISSUE
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20
The Emperor's New Groove	SCEA	★★★½	40
Equestrian Showcase	Mud Duck	★★	71
ESPN MLS GameNight	Konami	★★★	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	½	54
Eternal Eyes	Crave	★½	38
Evil Dead: Hail to the King	THQ	★★½	41
Evil Zone	Titus	★★★	25
Expendable	Infogrames	★½	34
F1 2000	EA Sports	★★★½	33
F1 Championship Season	EA Sports	★★★½	40
F1 Racing Championship	Ubisoft	★★½	39
Family Feud	Hasbro	★★★	39
Family Game Pack	3DO	★★½	33
Fantastic Four	Acclaim	★★	3
Fatal Fury: Wild Ambition	SNK	★½	30
Fear Effect	Eidos	★★★★½	31
Fear Effect 2: Retro Helix	Eidos	★★★★½	43
Felony 11-79	Ascii	★★★	1
FIFA 98	EA Sports	★★★½	4
FIFA 99	EA Sports	★★★★½	17
FIFA 2000	EA Sports	★★★★½	27
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA Soccer 2003	EA Sports	★★★½	63
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	★★★½	21
Fighting Force	**Eidos**	★★★	**3**
Fighting Force 2	Eidos	★★	29
Final Fantasy Anthology	Square EA	★★★★½	26
Final Fantasy Chronicles	Square EA	★★★★	47
Final Fantasy Origins	Square Enix	★★★½	67
Final Fantasy Tactics	**Sony CEA**	★★★★	**5**
Final Fantasy VII	**Sony CEA**	★★★★★	**1**
Final Fantasy VIII	**Square EA**	★★★★★	**25**
❺ **Final Fantasy IX**	**Square EA**	★★★★★	**39**
Fisherman's Bait	Konami	★★★½	18
Fisherman's Bait 2: Big Ol' Bass	Konami	★★★	27
Flintstones Bedrock Bowling	SouthPeak	★	37
Ford Truck Mania	Gotham Games	★★	75
Ford Racing	Empire	★★½	44
Formula 1 '98	**Psygnosis**	★★★★	**15**
Formula 1 '99	Psygnosis	★★★½	28
Forsaken	Acclaim	★★★★	10
Fox Sports Golf '99	Fox Interactive	★★	11
Fox Sports Soccer '99	Fox Interactive	★★½	11
Freestyle Boardin' '99	Capcom	★★½	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	★★½	40
Frogger	**Hasbro**	★★½	**4**
Frogger 2: Swampy's Revenge	Hasbro	★★★	38
Front Mission 3	Square EA	★★★★½	31
Future Cop L.A.P.D.	Electronic Arts	★★★	13
G-Police	Psygnosis	★★★★½	3
G-Police 2	Psygnosis	★★★★	25
G-Darius	THQ	★★★★	13
Galaga: Destination Earth	Hasbro	★★½	39
Galerians	Crave	★★★	33
Gallop Racer	Tecmo	★★½	28
Gauntlet Legends	Midway	★★½	32
Gekido	Interplay	★★★	34
Gekioh: Shooting King	Natsume	★★★½	67
Gex: Deep Cover Gecko	Eidos	★★★½	20
Gex: Enter the Gecko	Midway	★★★½	7
Ghost in the Shell	THQ	★★★★	4
Glover	Hasbro	★★	28
Gold and Glory: The Road to El Dorado	Sony CEA	★★	42
Gran Turismo	**Sony CEA**	★★★★★	**9**
Gran Turismo 2	**Sony CEA**	★★★★★	**29**
Grand Theft Auto	**Take 2**	★★½	**10**
Grand Theft Auto 2	Rockstar	★★★	27
Grand Theft Auto: London 1969	Rockstar	★★½	22
Grand Tour Racing '98	Activision	★★★	1
Grandia	Sony CEA	★★★★½	26
Granstream Saga	THQ	★★★	10
The Grinch	Konami/Universal	★½	39
Grind Session	Sony CEA	★★★★	34
Grudge Warriors	Take 2	★★	34
Guardian's Crusade	Activision	★★★	19
Gubble	Mud Duck	½	68
Gundam Battle Assault 2	Bandai	★★★★	62
Gunfighter: The Legend of Jesse James	Ubisoft	★★½	52
HardBall '99	Accolade	★½	15
Harry Potter and the Sorcerer's Stone	EA Games	★★★	53
Harry Potter and the Chamber of Secrets	EA Games	★★★	64
Harvest Moon: Back to Nature	Natsume	★★★½	40
HBO Boxing	Acclaim	★★	41
Heart of Darkness	Interplay	★★★★	13
Hellboy: Asylum Seeker	Dreamcatcher	½	73
Hello Kitty's Cube Frenzy	NewKidCo	★★½	20
Herc's Adventures	LucasArts	★★★	2
High Heat Baseball 2000	3DO	★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubisoft	½	55
Hoshigami: Ruining Blue Earth	Atlus	★★½	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★½	30
Hot Wheels Turbo Racing	**Electronic Arts**	★★½	**25**
Hydro Thunder	Midway	★★	31
IHRA Drag Racing	Bethesda	½	53
In Cold Blood	DreamCatcher	★★	49
Incredible Crisis	Titus	★★★½	38
Inspector Gadget: Gadget's Crazy Maze	Ubisoft	★★★½	50
Intelligent Qube	Sony CEA	★★★	2
Intellivision Classic Games	Activision	★½	28
Int'l. Superstar Soccer 98	Konami	★★★★½	11
Int'l. Track & Field 2000	Konami	★★★★	27
InuYasha	Bandai	★★★	68
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vatical	★★★★	35
Irritating Stick	Jaleco	★★★	18
ISS Pro Evolution	Konami	★★★★½	35
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	★★★½	30
Jade Cocoon	Crave	★★★½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	★★★★	38
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	29
Jeremy McGrath Supercross 2000	**Acclaim**	★½	**38**
Jersey Devil	Sony CEA	★★	10
Jet Moto 2	**Sony CEA**	★★★½	**3**
Jet Moto 3	989 Studios	★★★½	26
Jigsaw Madness	XS Games	★★	70
Jimmy Johnson VR Football	Interplay	★★	2
Jojo's Bizarre Adventure	Capcom	★★★★½	31
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★½	28
K-1 Revenge	Jaleco	★★½	18
Kagero: Deception II	Tecmo	★★★★½	14
Kartia	Atlus	★★★★	12
Kensei Sacred Fist	Konami	★½	17
Kickboxing	Agetec	★	58
Killer Loop	Crave	★★★	27
King of Fighters 99	Agetec	★★★★	41
KISS Pinball	Take 2	★½	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	★★★½	16

BLACKJACK EASTER EGG

Just input this code once you get to the End screen after everything : R2, L1, R2, R2, ↑, ⊗, →, ○, ↓, △, L2, R1, R2, L1, □, □. At the second press of the □ button, you should hear a sound as if you're using an item. Now press Start and you'll be able to play Blackjack at your leisure.

LOGAN THE SOUL REAVER

Paul Jenkins, one of the scriptwriters for *Soul Reaver 2*, also wrote *Origin*, the official backstory of X-Men's Wolverine.

GAME	PUBLISHER	SCORE	ISSUE
Knockout Kings 2000	EA Sports	✪✪✪✪	27
Knockout Kings 2001	EA Sports	✪✪✪✪	39
Konami Arcade Classics	Konami	✪✪◐	23
Koudelka	Infogrames	✪✪✪	35
Kurt Warner's Arena Football Unleashed	Midway	✪✪✪	34
The Land Before Time: Great Valley Racing	TDK Mediactive	✪✪✪	46
The Land Before Time: Return to Great Valley	Sound Source	✪✪◐	39
Largo Winch .//Commando Sar	Ubisoft	◐	57
Legacy of Kain: Soul Reaver	**Eidos**	✪✪✪✪◐	**25**
The Legend of Dragoon	Sony CEA	✪✪✪✪◐	34
Legend of Legaia	Sony CEA	✪✪✪✪	19
Legend of Mana	Square EA	✪✪◐	35
Lego Island 2: The Brickster's Revenge	Lego Media	✪✪◐	46
Lego Rock Raiders	Lego Media	✪	37
Lilo & Stitch	Sony CEA	✪✪✪◐	59
The Lion King: Simba's Mighty Adventure	Activision	✪◐	42
The Little Mermaid II	THQ	✪✪✪✪	39
Lode Runner	Natsume	✪✪◐	4
Looney Tunes Racing	Infogrames	✪✪◐	39
Looney Tunes: Sheep Raider	Infogrames	✪✪◐	51
The Lost World: Jurassic Park	**Electronic Arts**	✪	**2**
Lunar: Silver Star Story Complete	Working Designs	✪✪✪✪◐	22
Lunar 2: Eternal Blue Complete	Working Designs	✪✪✪✪	40
Madden NFL 98	**EA Sports**	✪✪✪✪	**2**
Madden NFL 99	EA Sports	✪✪✪✪◐	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	✪✪✪✪◐	49
Madden NFL 2003	EA Sports	✪✪✪✪	62
Madden NFL 2004	EA Sports	✪✪✪✪	74
Marble Master	Conspiracy	✪✪◐	69
Martian Gothic: Unification	Take 2	✪✪✪◐	52
Marvel Super Heroes	Capcom	✪✪	2
Marvel Super Heroes vs. Street Fighter	Capcom	✪✪✪◐	18
Marvel vs. Capcom EX	Capcom	✪✪◐	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	✪✪✪◐	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	✪✪◐	45
Mass Destruction	ASC	✪✪◐	3
Mat Hoffman's Pro BMX	Activision	✪✪✪✪	45
Maximum Force	Midway	✪◐	2
MDK	Playmates	✪✪◐	3
Medal Of Honor	**Electronic Arts**	✪✪✪✪	**27**
Medal Of Honor Underground	Electronic Arts	✪✪✪✪	39
MediEvil	Sony CEA	✪✪✪✪	14
MediEvil II	Sony CEA	✪✪✪◐	32
Mega Man Legends	Capcom	✪✪✪✪	12
Mega Man Legends 2	Capcom	✪✪✪◐	39
Mega Man X4	Capcom	✪✪✪	4
Mega Man X5	Capcom	✪✪✪◐	41
Mega Man X6	Capcom	✪✪✪	53
Men in Black–The Series: Crashdown	Infogrames	✪✪✪	54
Metal Gear Solid	**Konami**	✪✪✪✪✪	**14**
Metal Gear Solid: VR Missions	Konami	✪✪✪✪	25
Metal Slug X	Agetec	✪✪✪✪	43
Micro Machines	**Midway**	★★★★★	**5**
Micro Maniacs	Codemasters	✪✪✪✪	32
Mike Tyson Boxing	Codemasters	✪✪	39
Miracle Space Race	Mud Duck	✪	71
The Misadventures of Tron Bonne	Capcom	✪✪✪✪	31
Miss Spider's Tea Party	Simon & Schuster	✪✪✪	41
Missile Command	Hasbro	✪✪✪	28
Mission: Impossible	Infogrames	✪✪	28
MK Mythologies	Midway	✪✪◐	3
MLB 98	Sony CEA	✪✪✪	1
MLB 99	Sony CEA	✪✪✪✪	9
MLB 2000	989 Studios	✪✪✪✪	21
MLB 2001	989 Studios	✪✪✪	33
MLB 2002	Sony CEA	✪✪	46
MLB 2003	Sony CEA	✪✪✪✪	60
MLB 2004	Sony CEA	✪✪✪✪◐	70
MLB Bottom of the 9th 99	Konami	✪✪✪◐	12
Mobil 1: Rally Championship	Electronic Arts	✪✪✪	32
Mobile Armor	Agetec	✪	70
Mobile Light Force	XS Games	✪✪✪◐	69
Monaco Grand Prix	Ubisoft	✪✪✪◐	21
Monkey Hero	Take 2	✪✪	18
Monkey Magic	Sunsoft	✪	29
Monopoly	**Hasbro**	✪✪✪	**5**
Monster Bass!	XS Games	✪✪	70
Monster Rancher 2	Tecmo	✪✪✪✪	26
Monster Rancher Battle Card: Episode II	Tecmo	✪✪✪◐	36
Monster Rancher Hop-A-Bout	Tecmo	✪✪✪◐	41
Monster Seed	Sunsoft	✪✪◐	20
Monsters, Inc.	Sony CEA	✪✪✪◐	51
Mort the Chicken	Crave	✪◐	41
Mortal Kombat: Special Forces	Midway	✪◐	36
Mortal Kombat 4	**Midway**	✪✪✪◐	**11**
Mortal Kombat Trilogy	Midway	n/a	n/a
Moto Racer	**Electronic Arts**	★★★★★	**3**
Moto Racer 2	Electronic Arts	✪✪✪✪◐	14
Moto Racer World Tour	Infogrames	✪✪✪✪	40
Motocross Mania	Take 2	✪	48
Motocross Mania 2	Gotham Games	✪✪◐	72
Motorhead	Fox Interactive	✪✪✪◐	14
Mr. Domino	Acclaim	✪✪✪◐	15
Mr. Driller	Namco	✪✪✪✪	33
Ms. Pac-Man Maze Madness	Namco	✪✪✪✪	38
MTV Music Generator	Codemasters	✪✪✪✪	28
MTV Sports: Pure Ride	THQ	✪✪✪◐	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	✪	39
MTV Sports: Snowboarding	THQ	✪✪✪◐	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	✪✪	45
MTV's Celebrity Deathmatch	Gotham Games	✪	76
The Mummy	Konami	✪✪✪	41
Muppet Monster Adventure	Midway	✪✪✪✪	39
Muppet Race Mania	Midway	✪✪✪◐	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	✪✪◐	35
N20	Fox Interactive	✪✪	11
Nagano Winter Olympics 98	Konami	✪✪	6
❷ **Namco Museum Vol. 3**	**Namco**	**n/a**	**n/a**
Did you know that Dig Dug is Mr. Driller's dad? Seriously, it's true!			
NASCAR 98	**EA Sports**	✪✪✪✪	**3**
NASCAR 99	**EA Sports**	✪✪✪✪	**14**
NASCAR 2000	EA Sports	✪✪✪✪	26
NASCAR 2001	EA Sports	✪✪◐	38
NASCAR Heat	Hasbro	✪✪✪◐	40
NASCAR Rumble	Electronic Arts	✪✪✪◐	31
NASCAR Thunder 2002	EA Sports	✪✪	52
NASCAR Thunder 2004	EA Sports	✪◐	74
NBA Fastbreak 98	Midway	✪✪◐	4
NBA Hoopz	Midway	✪✪✪	43
NBA In the Zone 98	Konami	✪✪◐	7
NBA In the Zone 99	Konami	✪✪✪◐	19
NBA In the Zone 2000	Konami	✪✪◐	28
NBA Live 98	EA Sports	✪✪✪✪◐	3
NBA Live 99	EA Sports	✪✪✪✪	16
NBA Live 2000	EA Sports	✪✪✪✪◐	28
NBA Live 2001	EA Sports	✪✪✪✪	39
NBA Live 2002	EA Sports	✪✪✪◐	53
NBA ShootOut 98	Sony CEA	✪✪✪◐	8
NBA ShootOut 2000	989 Studios	✪✪✪	30
NBA ShootOut 2001	989 Studios	✪✪◐	39
NBA ShootOut 2002	Sony CEA	✪✪✪◐	50
NBA ShootOut 2003	Sony CEA	✪✪✪◐	63
NBA ShootOut 2004	Sony CEA	✪✪✪◐	76
NBA Showtime: NBA on NBC	Midway	✪✪✪	28
NBA Tonight	ESPN Digital	✪✪✪	14
NCAA Final Four 99	989 Studios	✪✪✪◐	18
NCAA Final Four 2000	989 Studios	✪✪✪◐	28
NCAA Final Four 2001	Sony CEA	✪✪	40
NCAA Football 98	EA Sports	✪✪	2
NCAA Football 99	EA Sports	✪✪✪✪◐	12
NCAA Football 2000	EA Sports	✪✪✪✪	25
NCAA Football 2001	EA Sports	✪✪✪◐	36
NCAA GameBreaker 98	Sony CEA	✪✪✪✪	4
NCAA GameBreaker 99	989 Studios	✪✪✪✪	15
NCAA GameBreaker 2000	989 Studios	✪✪✪	25
NCAA GameBreaker 2001	Sony CEA	✪✪◐	37
NCAA March Madness 98	EA Sports	✪✪✪✪	7
NCAA March Madness 99	EA Sports	✪✪✪	18
NCAA March Madness 2000	EA Sports	✪✪✪✪	29
NCAA March Madness 2001	EA Sports	✪✪	41
Nectaris: Military Madness	Jaleco	✪✪✪✪	17
Need for Speed III	**Electronic Arts**	✪✪✪✪	**8**
Need for Speed: High Stakes	**Electronic Arts**	✪✪✪✪◐	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	✪✪✪◐	33
Need for Speed: V-Rally	Electronic Arts	✪◐	3
Need for Speed: V-Rally 2	Electronic Arts	✪✪✪◐	28
Newman/Haas Racing	Psygnosis	✪✪	7
The Next Tetris	Hasbro	✪✪✪	24
NFL Blitz	**Midway**	✪✪✪✪✪	**13**
NFL Blitz 2000	**Midway**	✪✪✪✪✪	**24**
NFL Blitz 2001	Midway	✪✪✪◐	38
NFL GameDay 98	**Sony CEA**	★★★★★	**1**
NFL GameDay 99	989 Studios	✪✪✪✪	13
NFL GameDay 2000	989 Studios	✪✪✪✪	25
NFL GameDay 2001	989 Studios	✪✪◐	37
NFL GameDay 2002	Sony CEA	✪✪	49
NFL GameDay 2003	Sony CEA	✪✪✪✪	62
NFL GameDay 2004	Sony CEA	✪✪	74
NFL Xtreme	989 Studios	✪✪	11
NFL Xtreme 2	989 Studios	✪◐	24
NHL 98	EA Sports	✪✪✪✪	2
NHL 99	EA Sports	✪✪✪✪◐	15
NHL 2000	EA Sports	✪✪✪✪	26
NHL 2001	EA Sports	✪✪✪✪	38
NHL Blades of Steel 2000	Konami	✪✪	28
NHL Breakaway 98	Acclaim	✪✪✪	2
NHL Championship 2000	Fox Interactive	✪✪✪	27
NHL FaceOff 98	**Sony CEA**	★★★★★	**2**
NHL FaceOff 99	989 Studios	✪✪✪✪	14
NHL FaceOff 2000	989 Studios	✪✪✪✪	26
NHL FaceOff 2001	Sony CEA	✪✪✪✪◐	38
NHL Rock the Rink	Electronic Arts	✪✪✪✪	32
Nick Toons Racing	Infogrames	✪✪✪	48
Nightmare Creatures	Activision	✪✪✪◐	3
Nightmare Creatures II	Konami	✪✪	33
Ninja: Shadow of Darkness	Eidos	✪◐	15
Nuclear Strike	Electronic Arts	✪✪✪✪◐	3
O.D.T.	Psygnosis	✪◐	15
Oddworld: Abe's Exoddus	GT Interactive	✪✪✪✪◐	15
Oddworld: Abe's Oddysee	**GT Interactive**	✪✪✪✪	**1**
Omega Boost	Sony CEA	✪✪✪✪	25
One	ASC	✪✪✪✪	4
One Piece Mansion	Capcom	✪◐	50
Pac-Man World	**Namco**	✪✪✪✪◐	**25**
Pandemonium! 2	Midway	✪✪✪◐	3
Panzer Front	Agetec	✪✪✪◐	51
PaRappa the Rapper	**Sony CEA**	★★★★★	**2**
Parasite Eve	**Square EA**	✪✪✪✪	**12**
Parasite Eve II	Square EA	✪✪✪✪◐	37
Patriotic PInball	Gotham Games	✪✪◐	70
Persona 2: Eternal Punishment	Atlus	✪✪✪✪	41
Peter Jacobsen's Golden Tee Golf	Infogrames	✪✪✪◐	41
PGA Tour 98	EA Sports	✪✪✪	3
Phix: The Adventure	Agetec	✪◐	74
Pinobee	Konami	✪✪	68
Pipe Dreams 3D	Empire Int.	✪✪	52
Pitfall 3D	Activision	✪✪	9
Planet of the Apes	Ubisoft	✪✪✪	63
Play With The Teletubbies	Knowledge Adv.	✪✪	36
Pocket Fighter	Capcom	✪✪✪✪	11
Point Blank	Namco	✪✪✪◐	6
Point Blank 2	Namco	✪✪✪◐	20
Point Blank 3	Namco	✪✪✪◐	44
Polaris SnoCross	Vatical	✪✪◐	38
Pong	Hasbro	✪✪✪◐	27
Pool Hustler	Activision	✪✪✪✪	15
Populous: The Beginning	Electronic Arts	✪◐	21
Porsche Challenge	Sony CEA	✪✪✪◐	1
Power Play Sports Trivia	Ubisoft	✪✪	58

REPLAY FORUM

DEFY THIS!

I know you guys didn't like *Legacy of Kain: Defiance*, but I won't hate on you; I bet you've heard enough from other fans. Can you help out those of us who do like it? Basically, do you guys have any codes for this? Please? Thanks!

Will Jemas
New York, NY

Sure thing. You ask and we serve. We went straight to Eidos, and here's their reply: Note that all directional buttons are using the D-pad, not the analog stick. Hit Start to pause the game, then enter in the desired code. Hit Start again to activate the cheat (if you entered it correctly):

Fill 'er up:
⬅, ➡, ⬅, ➡, R1, L1, ◎, △, ⬇

Give all ups:
⬅, ⬅, ⬆, ⬆, L1, R2, ◎, ⬇, △

Give all slams:
➡, ⬇, ⬆, ⬇, ⬇, R1, △, ◎, ⬇

Infinite reaver charge:
⬇, ⬇, ⬆, ⬅, R1, R2, ⬇, △, ◎

All dark chronicles:
R1, ⬇, R2, L1, ➡, R2, △, ⬇, L1

All bonuses:
R2, ⬇, L2, R1, ⬅, L2, ⬇, L1, △

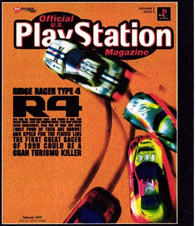
Invincible:
⬆, ⬇, ➡, ⬇, R1, R2, ⬇, △, L1

550 Millions of dollars that *Armageddon* (one of the worst movies ever) grossed worldwide in 1998.

REWIND

Going back to the end of 1998

Even though this came out in January 1999, we probably wrote it around November or December of 1998. We celebrated the best and worst of that year, and made a really big deal about the number four on the cover.


Official U.S. PlayStation Magazine
RIDGE RACER TYPE 4
R4
THE FIRST GREAT RACER OF 1999 COULD BE A GRAN TURISMO KILLER

COVER FLASHBACK

Whoa, guess what game got previewed this same month five years ago? The original *Syphon Filter*. Described as "equal parts James Bond and Solid Snake," we were impressed by Gabriel Logan's array of moves, weapons, and gadgets. Our only concern in the preview was about the slippery controls, but the final release got a respectable four discs, and now we're all looking forward to the cooperative-online *Omega Strain* title. Go back a few pages for more Logan antics!

BEST AND WORST OF 1998

The biggest story this issue? Our *OPM* Editors' Awards for 1998. A lot of PC gamers proclaim 1998 as the best gaming year ever, with the triple-combo of *Half-Life*, *StarCraft*, and *Grim Fandango* all coming out that year. 1998 was also a pretty awesome year for the PS1, as evident by the slew of classics that were recognized that year. No less than three franchises started in 1998, franchises that all have hot titles we're looking forward to in 2004. Here's the breakdown of the "Best" awards:

- **Game of the year:** *Metal Gear Solid*
  No surprise.
- **Action game:** *Crash Bandicoot: WARPED!*
  Back when Naughty Dog focused on platforming and not *GTA*-izing.
- **Sports:** *Hot Shots Golf*
  Who would of thought that a golf game would win?
- **Fighting:** *Tekken 3*
  Hi, Heihachi!
- **Adventure:** *Metal Gear Solid* (We didn't mind giving one game two awards.)
- **Strategy:** *Final Fantasy Tactics* (Hey, an advance peek at *FFXII* here.)
- **RPG:** *Xenogears*
  Semi-overlooked, but a good prequel, if you will, to *Xenosaga*.
- **Puzzle:** *Devil Dice*
  The one puzzle game that bested *Bust-A-Move 4*.
- **Racing:** *Gran Turismo*
  The start of a franchise so big it has its own set of awards.
- **Worst game:** *Fifth Element*
  As we said, "so damned bad that it's actually almost fun to play."

TOP 5 CRAZINESS

Editors' Top 5

5. R-Type Delta (makes sense)
4. Bust-A-Move 4 (wacky, but still good)
3. R4 (we're still in good gaming territory)
2. Silent Hill (no argument there)
1. Jeopardy!

You read that right, the number one game we editors were playing in February of 1999 was *Jeopardy!* *Jeopardy!*?! What the hell were we thinking?

BEST GAME OF FEBRUARY 1999:

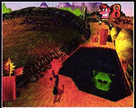
While it's nice and good to see *FIFA 99* maintain the strong legacy of the series, what's a little troubling are the other good games of the month. We're not disputing the four discs for *Bust-A-Move 4* or *Contender* (one of the best boxing games ever), but really, four stars each for *Jeopardy!* and *Wheel of Fortune*? Even five years ago, we were wondering where the heck Pat Sajak was for the *Wheel of Fortune* game. Well, at least we can say, "Back in our day, *Wheel of Fortune* and *Jeopardy!* were actually good games!" to the kids who don't like the most recent versions on the PS2.

WORST GAME OF FEBRUARY 1999

WCW/nWo Thunder. Or, as the deck put it: "thunderously bad." Even ignoring our disbelief of wrestling as a sport, the game itself is just plain horrendous. We're lucky to have a wrestling game as good as *Smackdown: Here Comes the Pain*, considering how horrible this one is by comparison.

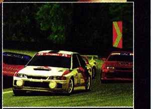
STUPID PERIPHERAL: JOGCON

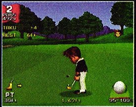
We actually spent a whole half-page—complete with photos and bad jokes about using the suffix "con" in different ways—telling you all about this nifty new controller that was bundled with *R4*. It's laid out just like a DualShock, except instead of analog sticks, there's a big honkin' disc in the middle—supposedly to simulate the driving wheel. It kinda worked, except it was only used for—you guessed it—*R4*. Sure, *GT3* kinda supported it (as in, acknowledged its existence), but otherwise the JogCon sadly (or deservedly, depending on your point of view) faded away into obscurity.


Crash Bandicoot: WARPED!

Devil Dice

Final Fantasy Tactics


Gran Turismo

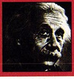

Hot Shots Golf

Metal Gear Solid

Tekken 3

Xenogears

GAME	PUBLISHER	SCORE	ISSUE
Power Rangers Lightspeed Rescue	THQ	●◐	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◐	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◐	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◐	37
Pro Pinball: Fantastic Journey	Empire	●●●◐	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◐	53
Puzzle Star Sweep	Agetec	●●◐	43
Puzznic	Mud Duck	●	71
Q-Bert	Hasbro	●●◐	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◐	23
R-Types	Ascii	●●●◐	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◐	43
Rage Ball	Agetec	●◐	68
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◐	15
Rampage	Midway	●●◐	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◐	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubisoft	●●●●	35
Rayman Brain Games	Ubisoft	●●●	50
Rayman Rush	Ubisoft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Helicopter	Agetec	●◐	68
RC Revenge	Acclaim	●●●◐	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◐	27
Ready 2 Rumble: Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◐	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2: Dual Shock	Capcom	●●●●●	13
Resident Evil 3: Nemesis	Capcom	●●●●◐	27
Resident Evil: Survivor	Capcom	●◐	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	★★★★★	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket Power: Team Rocket Rescue	THQ	●◐	51
Rogue Trip	GT Interactive	●●●◐	14
Roll Away	Psygnosis	●●●●◐	13
Rollcage	Psygnosis	●●●◐	19
Rollcage Stage II	Psygnosis	●●●◐	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◐	35
Rugrats: Totally Angelica	THQ	●●●◐	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	◐	45
SaGa Frontier	Sony CEA	●●●◐	8
SaGa Frontier 2	Square EA	●●●◐	29
Saiyuki: Journey West	Koei	●●●◐	47



RELATIVE THEORY Wanna know who basically came up with time travel? Albert Einstein, in his theory of relativity. His theory is the model on which basically anything involving time travel is based on.

GAME	PUBLISHER	SCORE	ISSUE
Saltwater Sportfishing	Agetec	●●◐	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◐	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◐	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◐	54
Shadow Madness	Crave	●●◐	19
Shadow Man	Acclaim	●◐	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◐	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
③ **Shrek: Treasure Hunt**	**TDK Mediactive**	**n/a**	**n/a**
There are no codes. It's not like you're dying for them, are you?			
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◐	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	**Konami**	●●●●	**18**
Silhouette Mirage	Working Designs	●●●◐	29
Sim Theme Park	Electronic Arts	●●◐	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	**Electronic Arts**	★★★★★	**6**
Skydiving Extreme	Banpresto	●◐	49
Sled Storm	**Electronic Arts**	●●●●	**24**
Slots	Activision	●●	72
Small Soldiers	Electronic Arts	●◐	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◐	37
Snowboarding	Agetec	●●	43
Sol Divide	XS Games	●●●	68
Sorcerer's Maze	XS Games	●●●◐	68
Soul of the Samurai	Konami	●◐	24
South Park	Acclaim	●◐	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◐	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◐	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◐	40
Spider-Man	**Activision**	★★★★★	**37**
Spider-Man 2: Enter Electro	Activision	●●●◐	50
Spin Jam	Take 2	●◐	38
SpongeBob SquarePants	THQ	●●	51
Sports Car GT	Electronic Arts	●●◐	21
Spyro the Dragon	**Sony CEA**	●●●●	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	●●●●◐	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	★★★★★	**39**
Star Ocean: The 2nd Story	Sony CEA	●●●●◐	22
Star Trek: Invasion	Activision	●●●●◐	37
Star Wars Episode I: Jedi Power Battles	LucasArts	●●◐	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	●●●	**25**
Star Wars Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◐	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◐	15
Street Fighter Alpha 3	**Capcom**	★★★★★	**21**
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Racquetball	Agetec	◐	68
Street Sk8er	Electronic Arts	●●◐	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◐	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◐	44
Stuart Little 2	Sony CEA	●●◐	60
Suikoden II	Konami	●●●●	26
Super Bubble Pop	Jaleco	●	68
Super Shot Soccer	Tecmo	●●●◐	61
Superbike 2000	EA Sports	●◐	32
SuperCross 2000	EA Sports	●◐	29
SuperCross Circuit	989 Studios	●●●◐	28
Superstar Dance Club #1 Hits!!!	XS Games	●●◐	67
Surf Riders	Ubisoft	●◐	35
Sydney 2000	Eidos	●●	38
Syphon Filter	**989 Studios**	●●●●	**18**
Syphon Filter 2	989 Studios	●●●◐	31
Syphon Filter 3	Sony CEA	●●●◐	52
T'ai Fu	Activision	●◐	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◐	12
Tail Concerto	Atlus	●●●◐	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◐	49
Tall: Infinity	Agetec	●◐	75
④ **Tarzan**	**Sony CEA**	●●●◐	**24**
LEVEL SELECT To open the cheat menu, go to the main menu and press ⬅, ⬅, ➡, ➡, ⬆, ⬇, ⬅, ➡, ⬆, ⬆, ⬇, ⬇. Then go into the Cheat Menu and enter this code for Level Select: L1, R1, L1, R1, L1, R1, L1, R1, L2, R2.			
Team Buddies	Midway	●●●◐	38
Team LOSI RC Racing	Fox Interactive	●●◐	13
Tekken 3	**Namco**	★★★★★	**9**
Tenchu	**Activision**	●●●●	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubisoft	●●◐	4
Test Drive 4	**Accolade**	●●●◐	**3**
Test Drive 5	**Accolade**	●●●◐	**15**
Test Drive 6	Infogrames	●●●◐	27
Test Drive: Le Mans	Infogrames	●●◐	34
Test Drive: Off-Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◐	29
Threads of Fate	Square EA	●●●◐	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◐	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◐	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◐	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◐	45
Tomb Raider II	**Eidos**	●●●●◐	**4**
Tomb Raider III	**Eidos**	●●●◐	**16**
Tomb Raider: Chronicles	Eidos	●●◐	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	**Electronic Arts**	●●●◐	**28**
Tonka Space Station	Hasbro	●●◐	41
Tony Hawk's Pro Skater	**Activision**	●●●●◐	**26**
Tony Hawk's Pro Skater 2	**Activision**	★★★★★	**38**
Tony Hawk's Pro Skater 3	Activision	●●●●◐	51
Tony Hawk's Pro Skater 4	Activision	●●●●	64
Toonenstein: Dare to Scare	Vatical	●●◐	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam	●	36
Trap Gunner	Atlus	●●◐	13
Treasures of the Deep	Namco	●●●●	1
Trickin' Snowboarder	Capcom	●◐	25
Triple Play '99	EA Sports	●●◐	9
Triple Play 2000	EA Sports	●●●●◐	20
Triple Play 2001	**EA Sports**	★★★★★	**32**
Triple Play Baseball	EA Sports	●●◐	44
Turbo Prop Racing	Sony CEA	●●●	11
Turnabout	Natsume	●●●●	69
Twisted Metal III	**989 Studios**	●●◐	**16**
Twisted Metal 4	**989 Studios**	●●●●	**28**
Twisted Metal: Small Brawl	Sony CEA	●●◐	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◐	40
UmJammer Lammy	Sony CEA	●●●◐	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◐	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◐	27
Vanguard Bandits	Working Designs	●●◐	33
Vanishing Point	Acclaim	●●●◐	44
Vegas Games 2000	3DO	●●●◐	27
V.I.P.	Ubisoft	●●	51
Vigilante 8	**Activision**	●●●●	**10**
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball '99	Interplay	●●●◐	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◐	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubisoft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◐	26
WCW Nitro	**THQ**	●●◐	**5**
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◐	51
Wheel of Fortune	**Hasbro**	●●●●	**17**
Wheel of Fortune 2	Hasbro	●●●●	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◐	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◐	47
Wild 9	Interplay	●●●◐	15
Wild Arms 2	Sony CEA	●●●◐	33
The Wild Thornberrys: Animal Adventure	Mattel	●◐	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◐	39
World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◐	27
Worms World Party	Ubisoft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	**THQ**	●●●●◐	**31**
WWF SmackDown! 2	**THQ**	★★★★★	**40**
WWF War Zone	**Acclaim**	●●●●	**12**
X-Bladez: Inline Skater	Crave	◐	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◐	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◐	25
You Don't Know Jack! Mock 2	Sierra	●●	40
Yu-Gi-Oh!: Forbidden Memories	Konami	●◐	57

REPLAY FORUM

CHRONO TRIGGER

I've been playing *Chrono Trigger* lately and I'm close to the end of the designated side quest time. I've done all the quests Gaspar suggests except two: The Sun Stone and Cyrus. How do you beat Son of Sun? You can't damage the core and his little flames absorb magic and take little physical damage. What do I do? And what do I do about Cyrus? Thanks.

Brady Wiltfong
fierysurf@
hotmail.com

Your mistake was trying to attack the core. What you need to do is figure out which flame is connected to the core, and attack that particular flame. Just try attacking the flames in clockwise order; the real flame is the one that doesn't counter you. Just concentrate all of your physical attacks on that one flame. When Son of Sun does his Roulette Shuffle, do a clockwise run against his flames again.

As for Cyrus, travel back to 600 A.D. and help the carpenters near the Northern Ruins. Pay for the renovations. When you go back to the ruins, put Frog as the party leader. When you meet Cyrus' spirit in 600 A.D., he and Frog will reminisce, and he'll get a proper send-off. Pay the carpenter another 2000g for the final set of renovations to the ruins. When you come back to this area in 1000 A.D., it's now called The Hero's Grave.

TETRA MASTER

The PC version of *FFXI* ships with an online version of the card game from *FFIX*.

NEXT MONTH

March 2004
On sale Feb. 10

FINAL FANTASY XI FIRST REVIEW

Is it better than *EverQuest*? Find out next issue when we live an alternate life as a fuzzy little wizard guy in a stripey tunic.

ONLY IN OPM
Hello, I'm John Davison.

Official PlayStation Magazine
Issue 78
SONY
NTSC U/C
SCUS-97331
DVD ROM
RP-M
ESRB
PlayStation 2

OPM is the only magazine where you can find honest-to-goodness playable demos.

ON THE DISC

BOND, JAMES BOND

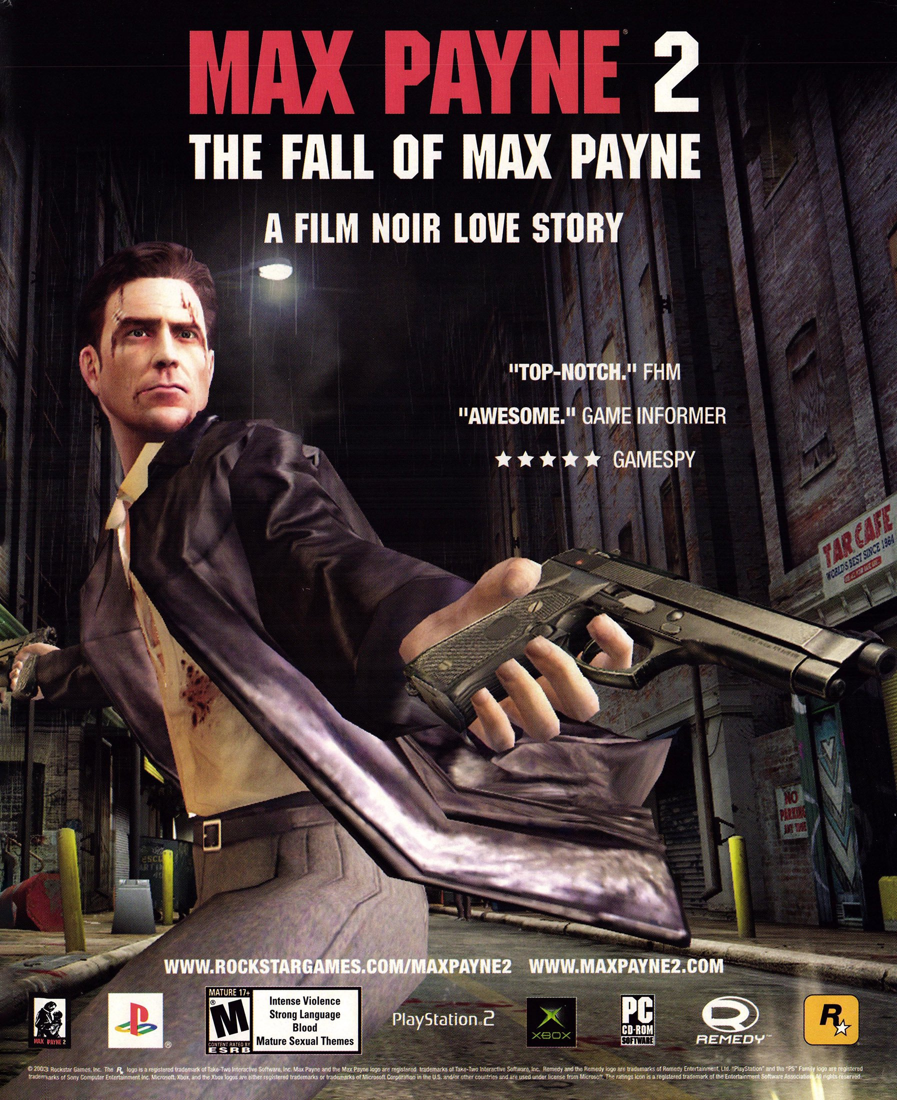
SEVEN PLAYABLE DEMOS

PLAYABLES
- Beyond Good & Evil
- NFL Street
- Metal Arms: Glitch in the System
- UFC: Sudden Impact
- Champions of Norrath: Realms of EverQuest
- James Bond 007: Everything or Nothing
- Drakengard

VIDEOS
- .hack//QUARANTINE
- Firefighter F.D. 18
- MX Unleashed

ADVERTISER INDEX

A.D. Vision	www.advfilms.com	21
Acclaim Entertainment	www.acclaim.com	63
Activision	www.activision.com	59, 79
Bandai America Inc.	www.bandai.com	43, 71, 75
Capcom USA Inc.	www.capcom.com	85, 124
Columbia House Company	www.columbiahouse.com	34a-b
EB Games	www.ebgames.com	77
Electronic Arts	www.ea.com	4-5, 18-19, 26-27
Full Sail Real World	www.fullsail.com	47
Gamefly	gamefly.com	61
Infogrames, Inc.	www.atari.com	93
Intec Inc.	www.inteclink.com	95
Jaleco Usa	www.jaleco.com	onsert
Koei Corporation	www.koei.com	51, 53, 55
Konami America	www.konami.com	41, 97
LucasArts Entertainment	www.lucasarts.com	49
Midway Games, Inc.	www.midway.com	6-7
Namco Hometek	www.namco.com	67, 83
Sega of America	www.sega.com	23, 81
Sony Computer Entertainment	www.scea.com	2-3, 44, 45
Sony Online Entertainment	www.sonyonline.com	16-17
Sony Pictures Entertainment: Revolution	www.sonypictures.com/movies/hellboy/	13
Square Enix U.S.A.	www.square-enix-usa.com	24-25
Take 2 Interactive Software	www.take2games.com	69, 123
THQ Inc.	www.thq.com	8-9
Ubisoft Entertainment	www.ubisoft.com	10-11, 28-29
Vivendi Universal Games	www.vugames.com	39



MAX PAYNE® 2

THE FALL OF MAX PAYNE

A FILM NOIR LOVE STORY

"TOP-NOTCH." FHM

"AWESOME." GAME INFORMER

★★★★★ GAMESPY

WWW.ROCKSTARGAMES.COM/MAXPAYNE2 WWW.MAXPAYNE2.COM

MAX PAYNE 2

MATURE 17+
M
CONTENT RATED BY ESRB

Intense Violence
Strong Language
Blood
Mature Sexual Themes

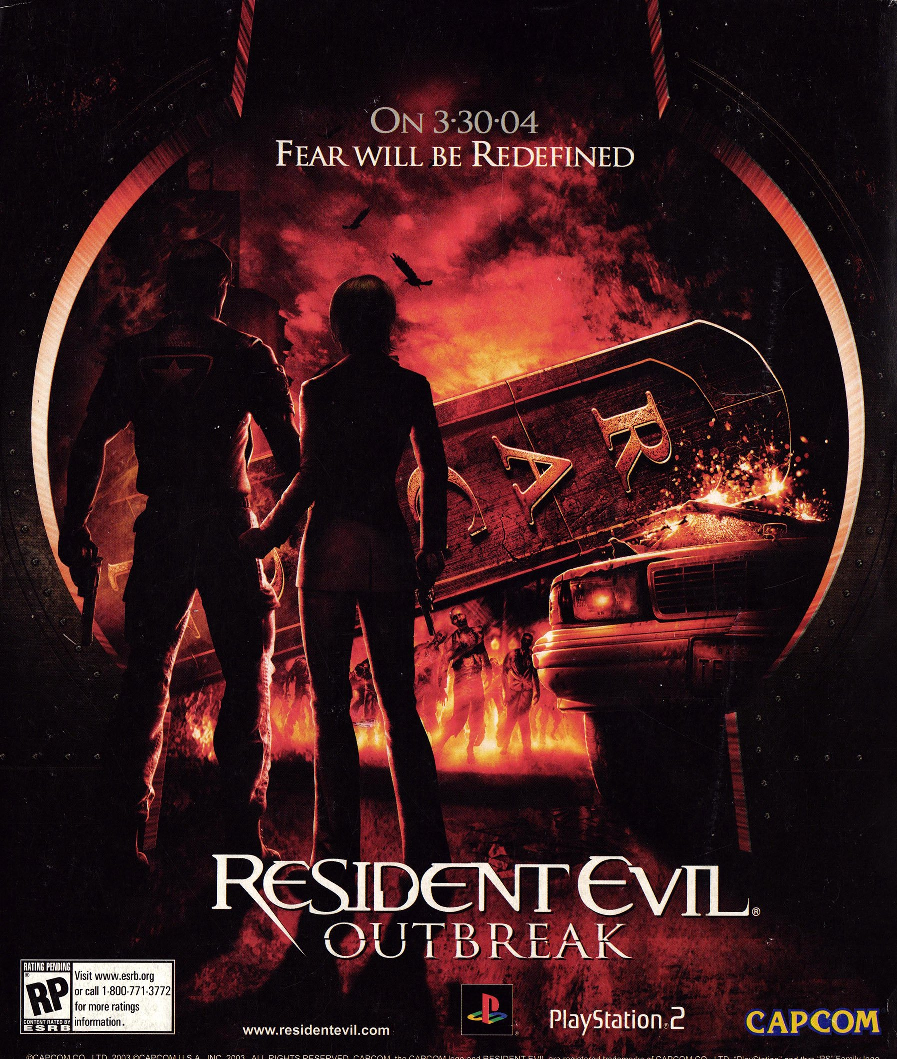
PlayStation 2

XBOX

PC CD-ROM SOFTWARE

REMEDY™

© 2003 Rockstar Games, Inc. The R logo is a registered trademark of Take-Two Interactive Software, Inc. Max Payne and the Max Payne logo are registered trademarks of Take-Two Interactive Software, Inc. Remedy and the Remedy logo are trademarks of Remedy Entertainment, Ltd. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Entertainment Software Association. All rights reserved.


On 3·30·04
Fear will be Redefined
Resident Evil®
Outbreak
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org
or call 1-800-771-3772
for more ratings
information.
www.residentevil.com
PlayStation 2
CAPCOM

©CAPCOM CO., LTD. 2003 ©CAPCOM U.S.A., INC. 2003. ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and RESIDENT EVIL are registered trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective holders.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!